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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

NEW

RED FACTION®
GUERRILLA™

COVERS MICROSOFT XBOX 360®
AND THE PLAYSTATION®3
COMPUTER ENTERTAINMENT SYSTEM

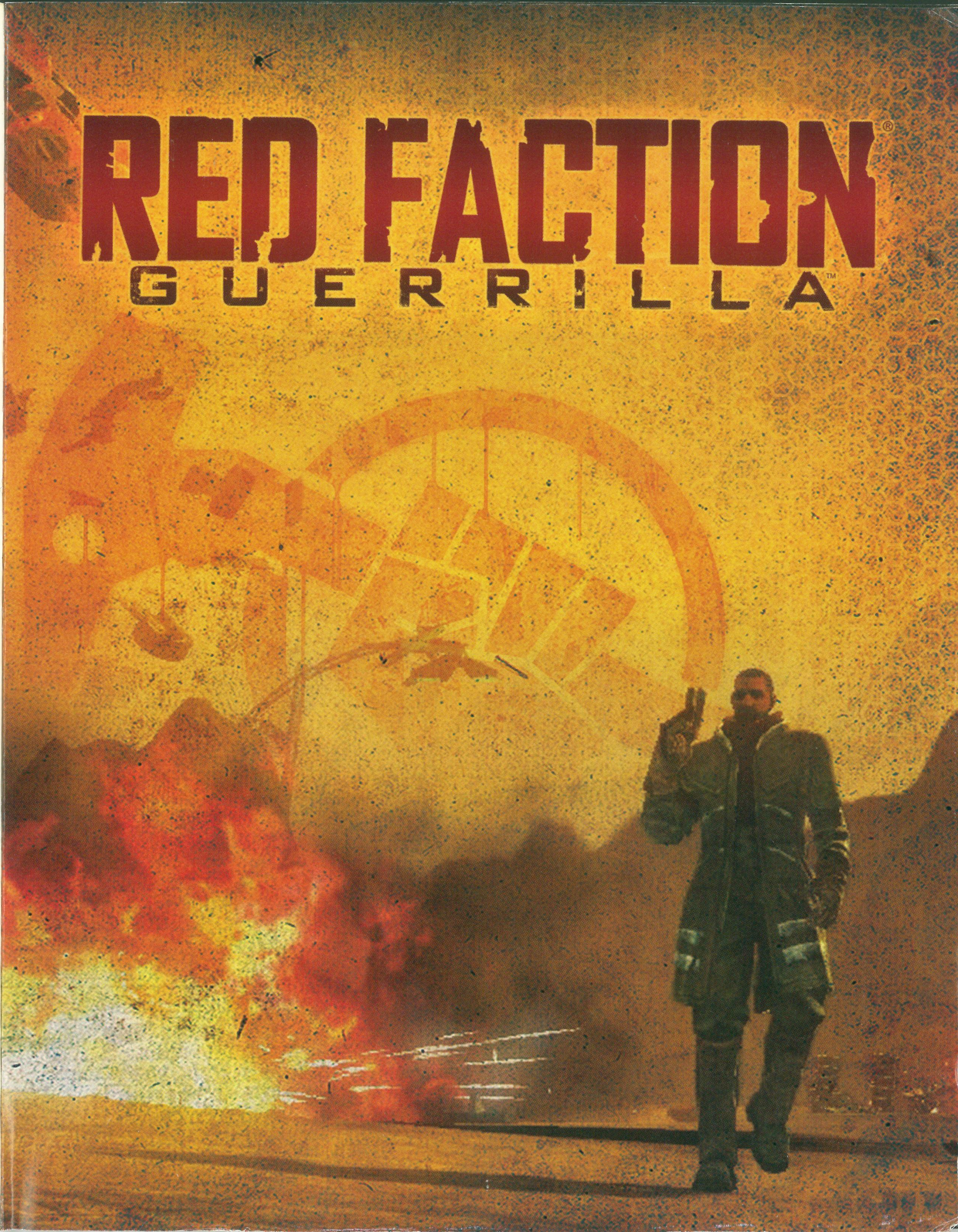
BASED ON A GAME RATED BY THE ESRB
MATURE 17+
M

THQ

Written by Michael Lummis & Phillip Marcus

BRADYGAMES
RED FACTION® GUERRILLA™
DETAILED SECTOR MAPS

RED FACTION® GUERRILLA™



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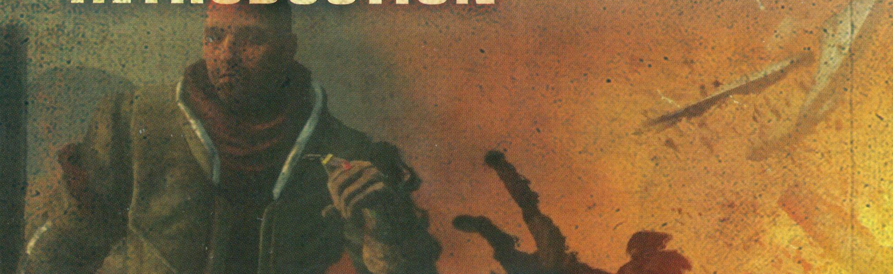
INTRODUCTION



EDF
EDF
EDF
BRIDGING
EARTH AND MARS

Welcome to Mars, Alec Mason. It's been a long trip from Earth, and we know you might be feeling a bit confused. This primer will aid you in establishing yourself as a productive miner and member of the Mars colony.

DON T BELIEVE THEIR LIES!

Welcome to Mars! Alec might be worn out from the trip, but you're probably ready to start smashing up the landscape. Before you do, we've gathered some useful information here for you to peruse.

THE RED FACTION

Citizens are advised to be aware of the threat from the Red Faction insurgents. Should you come into contact with a suspected member of this organization, please report the incident to the nearest EDF office.

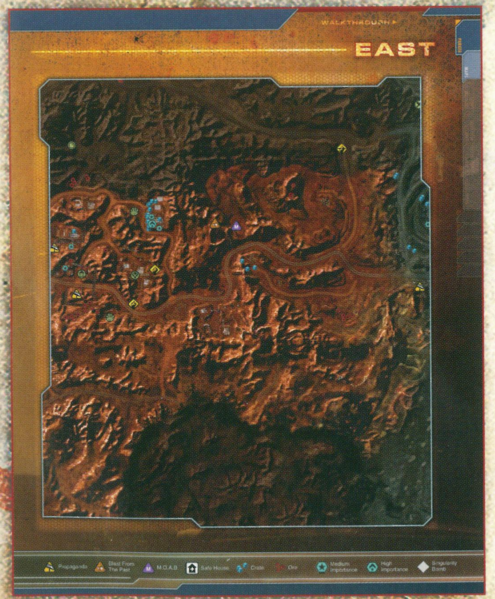
THROW OFF THE YOKE OF THE OPPRESSOR! JOIN THE RED FACTION AND FREE MARS!

Not long after you begin the game (right after the very first basic tutorial mission in fact), you become embroiled in the conflict between the Mars-based Red Faction, and the Earth Defense Force, the real power on Mars.

The Red Faction has been around on Mars for a long time, in the past fighting against different corporate forces, but always struggling for the rights of the Martian miners and colonists.

OUR HANDS ARE FOR LABOR..
NOT VIOLENCE

GAME STRUCTURE



To bring the fight to the EDF and begin to retake the planet for the Red Faction, you must accomplish *Story Missions* in each of the sectors of Mars. Completing all Story Missions in a sector claims that region of Mars for the Red Faction.

You start out running operations in the Parker sector, but you can perform Guerrilla Actions anywhere in the Parker, Dust, Oasis, and Badlands sectors initially. The Free Fire Zone is off limits until you perform a specific mission there. Once that is done, you can access Eos, and the final missions in the game.

FREE FIRE ON YOUR HEAD

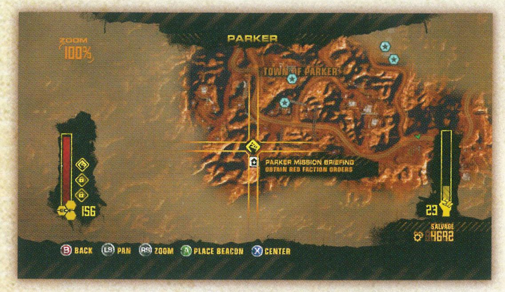
The Free Fire Zone is off limits partly because the EDF doesn't want anyone going through it without permission, and partly because it's a giant artillery testing range!

Driving across it early in the game isn't advisable (unless you want to see a short but spectacular career-ending barrage of explosions).

EDF CONTROL AND MORALE

In order to accomplish all Story Missions in a sector, you must decrease the *EDF Control* of the sector enough to unlock the missions.

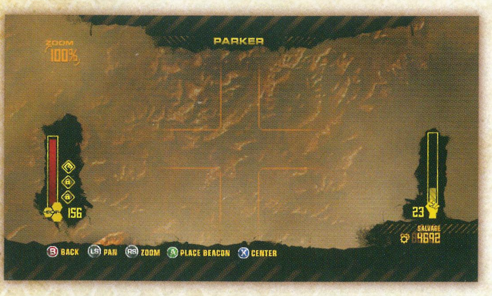
Completing *Guerrilla Actions* and destroying specific *Strategic Objectives* lowers EDF control in a sector.



STRATEGIC OBJECTIVES

> You can tackle strategic targets at any time in a sector; the only real limitation is your available hardware, ingenuity, and occasionally, a bit of luck.
>
> High value targets are often heavily defended and frequently have multiple medium or low priority targets nearby.
>
> Medium or low priority targets located off on their own can usually be taken down quite easily though they naturally result in fewer EDF control points.

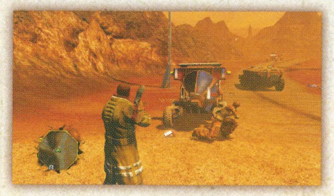
In addition to the EDF Control of a sector, representing the power EDF can bring to bear against the rebels, there is also a sector *Morale* bar.



The Morale of a sector is very important, as it determines how willing the citizens of the area are to aid the Red Faction. Initially, when you enter a sector, the citizens are downtrodden, and believe that the strength of the EDF is insurmountable.

Blow up enough key targets and knock the EDF down a few pegs by completing Story Missions or Guerrilla Actions, and the locals become inspired, inspired enough, in fact, to join up with the Red Faction as soldiers.

The higher the Morale bar gets, the more citizens automatically join you in battles against the EDF. When the morale bar is at maximum, you can rely on reinforcements during pretty much any fight against the EDF.



You *can* tackle the Story Missions in any sector without maximizing Morale; it's simply a bit more difficult. Having the automatic reinforcements around makes all missions in a sector a bit easier. Plus it's just plain fun to have them around mixing it up with the EDF…

BONUS!

> Tackling missions with high Morale is also beneficial, as you earn bonus Salvage for completing a mission while the sector is in your favor.
>
> If you want to milk a sector for all the Salvage you can get, go after the EDF and their smaller structures before you start tackling missions.
>
> Remember that you can gain bonus Morale for taking out multiple EDF soldiers in a row, so causing trouble and battling the EDF (and surviving!) can net you free Morale early.
>
> Just don't get yourself killed; doing so knocks you down a few points!

STORY MISSIONS AND GUERRILLA ACTIONS

Story Missions are generally slightly longer and more elaborate than most Guerrilla Actions. They also tend to directly focus on targets and objectives directly relating to fighting the EDF head on, or protecting the Red Faction.

SECURING A SECTOR

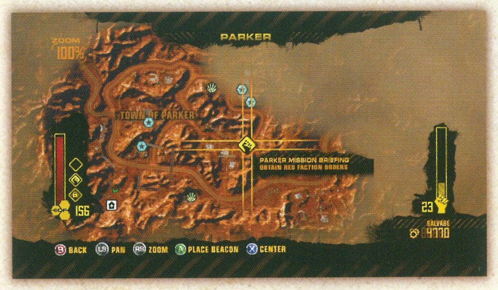
> Once a sector has been successfully purged of EDF forces, the Red Faction takes control. This is a good thing, but it *does* remove the ability to tackle most Guerrilla Actions in that sector.
>
> Keep this in mind if you want to do those missions, and go after them *before* you finish off the Story Missions in the region!

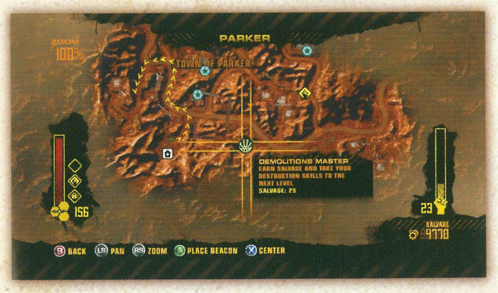
Story Missions are unlocked along with the sector to which they are tied with one exception. Capstone missions (the final Story Mission in a sector that will free that sector) are unlocked by depleting EDF control of that sector. When all the Story Missions in a sector are complete, including the capstone mission, that region comes under Red Faction control as the EDF withdraws.

There are usually only about three Story Missions per sector, though this varies a bit depending on the area. Story Missions advance the story of the game.

Guerrilla Actions on the other hand, tend to come in a variety of basic types. The specifics of each mission are always a bit different, but the general nature of the mission is the same. These are known as *Guerrilla Actions.*

Tackling missions results in a variety of rewards including Salvage, Morale boosts, or a loss in EDF Control. Salvage is gained by completing Heavy Metal, Transporter, and Demo Master actions only. However, Transporter and Demo Master don't affect EDF Control or civilian Morale. Heavy Metal missions don't affect Morale. Regardless, every Guerrilla Action you complete works in some way for the Red Faction and against the EDF, and they're all means to the goal, aren't they?





SALVAGE

> Salvage is the 'currency' of the Red Faction. While it isn't valuable in the traditional sense, in the hands of the Faction's techs, it can be used to provide you with weaponry and equipment vital to your success.
>
> You can acquire Salvage by completing missions (both primary and secondary), by mining ore nodes scattered about the surface of Mars, by smashing open EDF Supply Crates, or by simply destroying buildings and picking up the usable material!

GUERRILLA ACTIONS

MISSION NAME	DESCRIPTION
House Arrest	Rescue Red Faction members held hostage by the EDF and return them to a safe house.
Guerrilla Raid	Join a Red Faction assault on an EDF stronghold and take down either the target structure or all of the EDF forces in the area.
Collateral Damage	Ride as the turret gunner on a mission to blast as much EDF property as possible.
Transporter	Find specially marked vehicles and return them to a safe house in one piece, and on time.
Demolitions Master	Learn tricks of the demolition trade. Complete the objective under the pro time limit to earn bonus salvage.
Heavy Metal	Hop in a heavy Walker or a Tank and bring pain to the EDF.

SAFE HOUSES

> Safe houses are Red Faction strongholds and typically located in out-of-the-way or highly defensible areas of Mars. You can rearm and reload at any Safe house, find a vehicle or two to drive, and purchase vital upgrades.
>
> You also occasionally have to return to a nearby Safe house for certain missions. Later in the game, you can purchase the ability to instantly travel to a Safe house from anywhere on Mars—very handy!

These basic Guerrilla Actions are scattered all over the various sectors of Mars, and can be tackled in any order. You can go after as many or as few of these missions as you wish. That's just enough to unlock the Story Missions, or tackle them all so that you can max out the Morale of the sector and buy lots of goodies back at the *safe house.*

In addition to the normal Guerrilla Actions, there are a few special ones that are triggered by the actions of the EDF. When these pop up, you have the option of going after some immediately, or ignoring them.

Don't worry. While some Guerrilla Actions are time-sensitive and always appear in the same place, it's possible to lock them in. Press right on the d-pad to do so. EDF Assault actions will despawn after a set amount of time if they're not locked in. However, Convoy actions despawn upon reaching the destination, regardless if you lock them in. However, pressing right on the d-pad for these missions provides a GPS path to the activity.

PRIORITY TARGETS

> Think twice before going on an all-out, building-destroying rampage. There's a chance that you'll lose something that could help you later on. Some targets contain spawn points for Walkers which are destroyed along with their parent node (the target). While this won't prevent you from attempting, or even completing, Guerrilla Actions, it could be problematic since it restricts the presence of valuable Walkers in the area.
>
> Don't worry about losing your chance at a Guerrilla Action or Interception by obliterating a target. They'll still pop up. However, if you liberate a sector completely, there's a chance that some sector-specific Guerrilla Actions will be unavailable from that point on.

SPECIAL GUERRILLA ACTIONS

MISSION NAME	DESCRIPTION
EDF Assault	The EDF have attacked a guerrilla stronghold. Aid the Red Faction forces by driving off the EDF troops.
Convoy	A convoy carrying special cargo needs to be dealt with: either destroyed, or occasionally hijacked and returned to a safe house!
Interception	Chase down an EDF Courier and acquire the data he's carrying.

THE SIGHTS OF MARS

Enjoy fine shopping and dining in Eos! Sit in on a major government session, or check out the amazing advances our scientists are discovering.

EDF
EXECUTIVE
HOUSING

YOU NOTE THEY DON T MENTION THE BLASTED RADIOACTIVE WASTELAND OF THE BADLANDS, OR THE ARTILLERY RANGE THAT KEEPS THE UNDESIRABLES OUT OF EOS.

Each of the sectors on Mars has its own character, and its own set of missions and targets of opportunity. In addition to these common elements, there are also a few other distractions that you can occupy yourself with.

MARTIAN TRAVEL

Getting around the surface of Mars requires some wheels; it's simply too large to walk everywhere you need to go.

Consequently, you spend a lot of time driving from place to place in a wide range of vehicles. You can walk up to any vehicle (driven or not) to steal a ride. This includes normal Martian travelers, rugged Red Faction vehicles, high tech EDF military vehicles, and on occasion, even a Marauder vehicle. However, while civilians and Guerrillas willingly surrender their vehicles, EDF and Marauder vehicles must be completely empty for you to nab them. So, if there's still someone on the vehicle's turret, or if there's an occupant still in a Tank, you must kill them before assuming control of the vehicle.

In most cases, a vehicle's appearance matches its function. Obviously, a tank or a walker is a superb weapon of destruction. Light vehicles are good for quick travel, and often have good acceleration and speed. Heavy vehicles on the other hand, are well-suited to tackling heavily defended EDF positions, rescuing Red Faction members, or simply driving into buildings!

FAST TRAVEL

Once you acquire the ability to teleport to safe houses, you can cut a lot of travel time out by simply zipping to the closest safe house to the mission (or target) that you want to go after, then grabbing a ride.

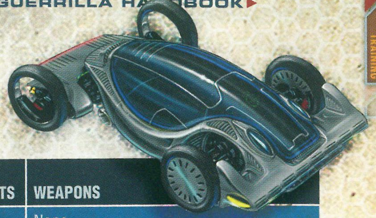
VEHICLE WEAPONRY

Some vehicles have turret mounted weapons that can be aimed and fired while driving. While this is most obvious with the tanks or combat walker, quite a few EDF vehicles and a few guerrilla vehicles have strong mounted turrets as well.

The most common variety is a simple machine gun, but EDF vehicles (particularly later in the game) often have stronger mounted weaponry.

Vehicle turrets are a great way to engage a fortified position, as you can drive up (and sometimes *in*) to your target, unload with the turret until your ride is dangerously damaged, then hop out and continue the mayhem on foot.

RED FACTION VEHICLES



CIVILIAN AND GUERRILLA VEHICLES

VEHICLE	FACTION	TOP SPEED (KM/H)	HIT POINTS	MASS (KG)	OCCUPANTS	WEAPONS
Runner	Guerrilla	130	3000	1200	2	None
Compact Runner	Guerrilla	116	3000	1000	2	None
Luxury	Guerrilla	92	3500	1500	4	None
Taxi	Guerrilla	98	3700	1700	4	None
Caravan	Guerrilla	80	6000	4000	6	None
MiniHauler	Guerrilla	76	3000	800	2	None
ATV	Guerrilla	124	2500	600	1	Machine Gun
Light Pickup	Guerrilla	104	5500	2400	4	Machine Gun
Rover	Guerrilla	106	6500	2500	4	Machine Gun
Emergency	Guerrilla	110	7000	2800	4	None
Supply Truck	Guerrilla	88	7500	5000	4	None
Trash Truck	Guerrilla	84	7800	5500	2	Rocket Launcher
Dump Truck	Guerrilla	64	11500	6000	3	None
Fuel Tanker	Guerrilla	70	8000	11000	1	None
Flatbed	Guerrilla	70	12000	10000	2	Rear Rocket Launcher

Some civilian vehicles tend to be the most common: ATV, Rover, Light Pickup, Mini Hauler, and Trash Truck. You often see them driven on the roads around Mars, and they are frequently parked at Red Faction safe houses. As a result, these are your most frequent means of transport to and from missions. Take advantage of any vehicles that you can find to speed around the landscape and to tackle missions. Do your best to think about which vehicles would best apply to a mission's requirements before simply selecting one.

EDF VEHICLES

VEHICLE	FACTION	TOP SPEED (KM/H)	HIT POINTS	MASS (KG)	OCCUPANTS	WEAPONS
Scout Car	EDF	126	5500	2000	2	Ring Turret (multiple types)
Staff Car	EDF	108	6500	3000	7	Ring Turret (multiple types)
APC	EDF	92	7500	5000	8	Ring Turret (multiple types)
Transport Truck	EDF	74	10000	8000	2	Ring Turret (multiple types)
Medium Tank	EDF	50	10000	30000	1	Medium Cannon
Heavy Tank	EDF	40	18000	40000	2	Heavy Cannon
Artillery Tank	EDF	40	18000	40000	1	Artillery Rockets

EDF vehicles are, by and large, better suited to combat operations than civilian vehicles. They are more frequently armed with powerful turret weaponry, and come in a good range of speedy or sturdy types.

Make a point of jacking EDF rides whenever you see them, they're usually very useful for any sort of mission or general destruction you care to undertake.

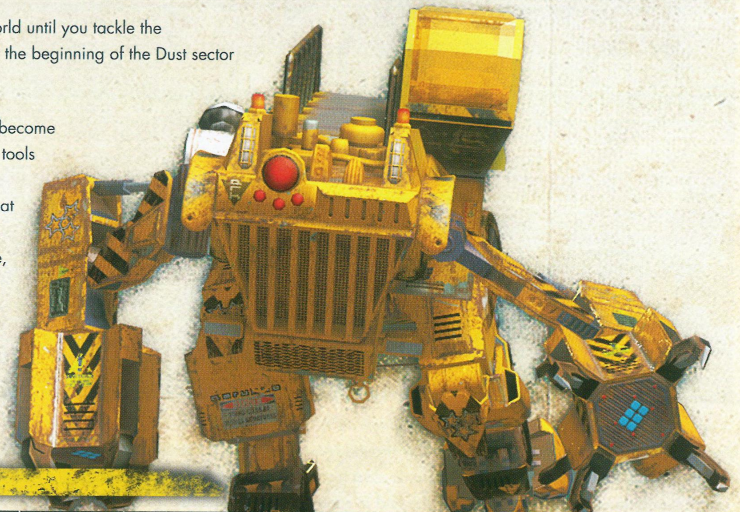
The tanks are considerably rarer outside Heavy Metal side missions, and should you get your hands on one, use it to level heavily defended EDF positions, they are extremely strong.

WALKERS

VEHICLE	FACTION	TOP SPEED (KM/H)	HIT POINTS	MASS (KG)	OCCUPANTS	WEAPONS
Light Walker	Guerrilla	45	15000	5000	1	Lift Arms & Jump Jets
Combat Walker	Guerrilla	25	20000	8000	1	Missile Pods
Heavy Walker	Guerrilla	20	30000	20000	1	Construction Arms

Walkers don't show up in the world until you tackle the "Industrial Revolution" mission at the beginning of the Dust sector main missions.

Once done, Walkers of all sorts become available, and they are fantastic tools for heavy destruction. They are relatively slow, so they aren't great for long distance travel, but they are extremely heavy and durable, ideal for simply plowing through buildings (and EDF troops).



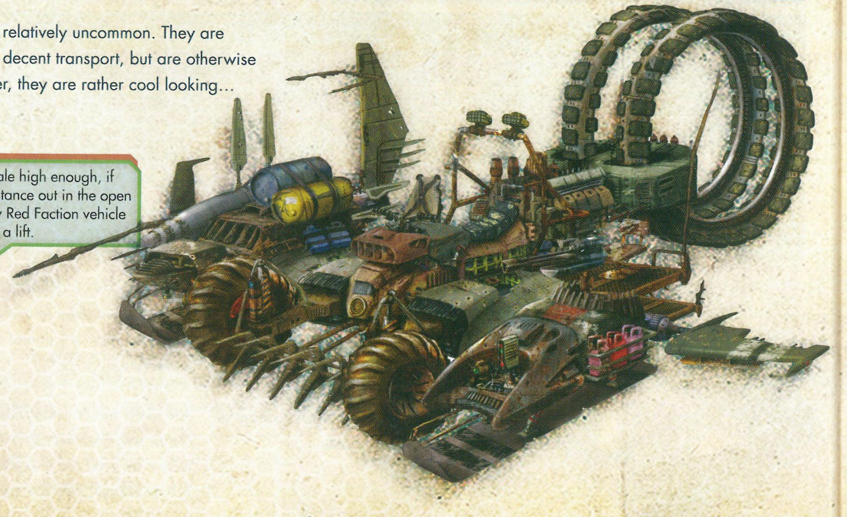
MARAUDER VEHICLES

VEHICLE	FACTION	TOP SPEED (KM/H)	HIT POINTS	MASS (KG)	OCCUPANTS	WEAPONS
Jetter	Marauder	128	3000	1700	1	
Raider	Marauder	112	4000	2200	4	Harpoon Turret

Marauder vehicles are relatively uncommon. They are both quick, making for decent transport, but are otherwise unremarkable. However, they are rather cool looking...

STUCK WITHOUT A RIDE?

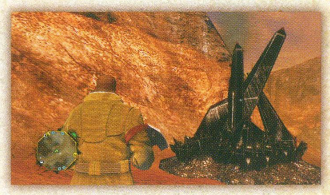
Once you get sector morale high enough, if you're walking a long distance out in the open with no wheels, a friendly Red Faction vehicle will pull up and offer you a lift.



ORE NODES

ORE SUPPORTS EARTH...
EDF
EARTH SUPPORTS MARS

Scattered about the surface of Mars are these dark protrusions of ore, so pure they pierce the surface and can be easily mined by anyone with the will (and a sledgehammer). Break them open (or run them over!) to get at the raw resources, and earn yourself some valuable Salvage.



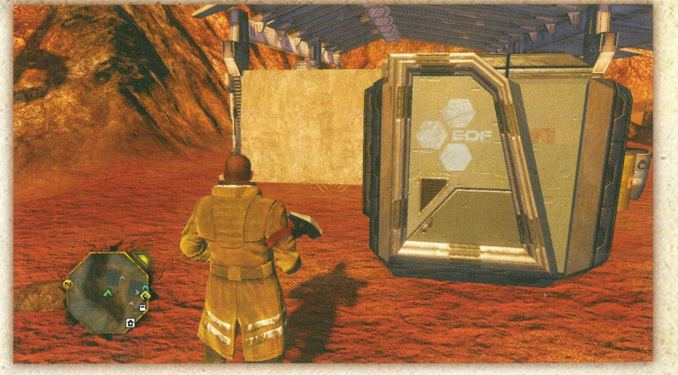
There are, quite literally, *hundreds* of Ore Nodes on Mars. You can go after them casually, simply picking them up as you spot them while tackling missions and driving around, or you can go hunting specifically to find them.

EDF SUPPLY CRATES

EDF Supply Crates, much like Ore Nodes, absolutely litter the surface of Mars. Unlike the ore, which tends to be out in the wilderness, these crates are most often found around EDF outposts and strongholds.

Smash open the crates to get at the goodies inside—again, rewarding you with valuable Salvage.

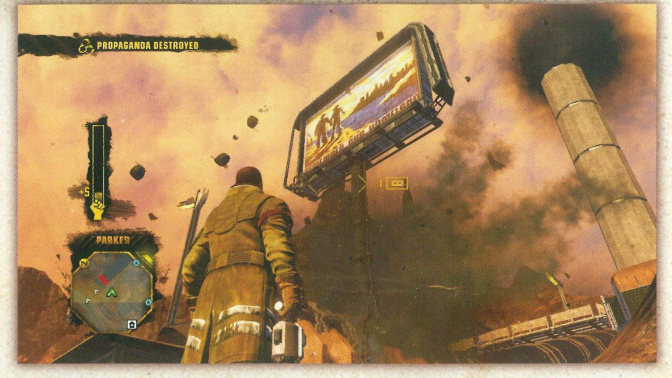
Because the crates are generally located near EDF control points, you can expect to encounter these quite frequently. You can recover plenty of salvage from them simply by tackling missions and going after strategic objectives, or you can go hunting for them exclusively if you feel the need.



PROPAGANDA

EDF Propaganda towers are rather less common than the ore or EDF storage crates, but they are valuable nonetheless, as their destruction boosts the morale of citizens in the sector, weakening the EDF's grip on the populace.

Whenever you spot a tower, take it out. If you want an added boost, check the map and hunt them down while you're in a new sector.



GUERRILLA ACTIONS IN DETAIL

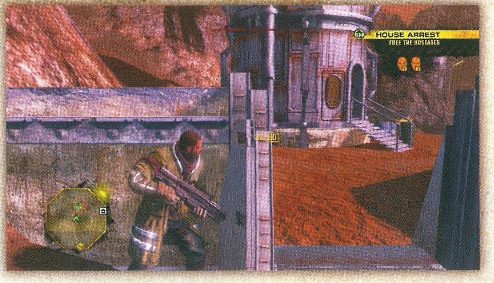
Be advised that dangerous insurgent forces have been known to violently attack civilians and destroy valuable Martian infrastructure. If you or anyone you know is the victim of such an attack, please file a complaint with your local EDF office.

DANGEROUS EDF FORCES HAVE BEEN KNOWN TO VIOLENTLY EXECUTE MINERS. SINCE YOU HAVE BEEN THE VICTIMS OF SUCH ATTACKS, PLEASE REGISTER WITH YOUR LOCAL RED FACTION LEADER.

NORMAL GUERRILLA ACTIONS

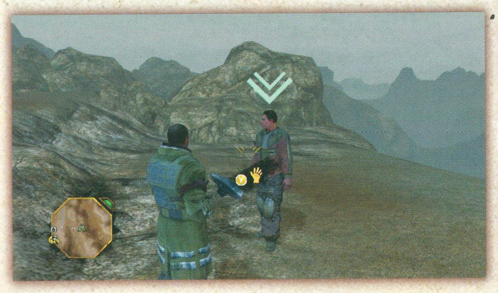
HOUSE ARREST

House Arrest missions involve tracking down and rescuing Red Faction members that have been taken prisoner by the EDF. These side missions are two part affairs, as you first have to find and recover the prisoners (alive!) and then get them back to a Safe house in one piece.



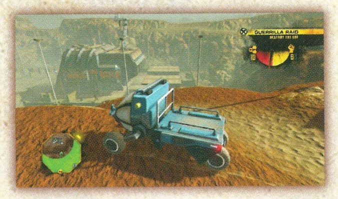
Bring a vehicle that has multiple seats, as you have to drive all of your passengers back, and the smaller vehicles may not be able to hold enough people. When you're going after the prisoners, be careful with high explosives (or really tough vehicles), you don't want to bring the roof down on your buddies!

It's generally a good idea to clear out the area of EDF forces first, then move in and secure the prisoners. If you're unable to do so, or are low on ammo, you can make a bee-line for the prisoners and then try to escape quickly in a nearby vehicle; just be prepared to lose one or more of the prisoners to EDF fire!



Once you have the prisoners in tow, you simply need to reach a vehicle with enough seats to hold everyone, then drive them to any safe house to complete the mission.

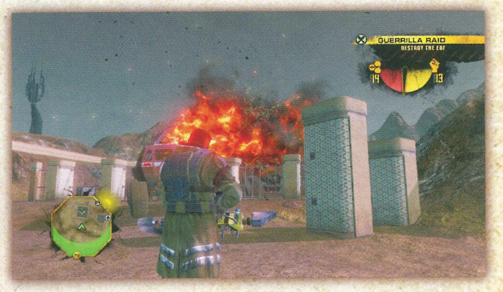
GUERRILLA RAID



Guerrilla Raids are targeted destruction missions. Generally these aim for higher value EDF targets, and the goal is to either destroy the target building yourself, or take out all of the EDF forces in the area so that Red Faction demolitionists can destroy the building.

Raids are perfect missions for raising mayhem and testing out your arsenal of weaponry. Be sure you're fully loaded on ammunition before you arrive, and if you can show up in a sturdy vehicle, so much the better. When you get to the target location, you can count on both heavy EDF resistance *and* helpful Red Faction troops in the area.

The confusion of the combat can easily give you the opening you need to directly destroy the target building, and doing so is the quickest way to finish a Raid mission, but if you can't get to the target for any reason, going after the EDF troops is a perfectly acceptable alternative.



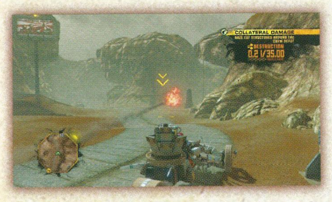
GUERRILLA RAID

Indeed, it may prove necessary to do so if you run low on explosives, unless you really want to destroy a building with your sledgehammer!

COLLATERAL DAMAGE

Collateral Damage side missions are hilarious (and occasionally difficult) rail shooting missions, where you hop on the back of a turret equipped custom ride, piloted by a very *unique* individual named Jenkins.

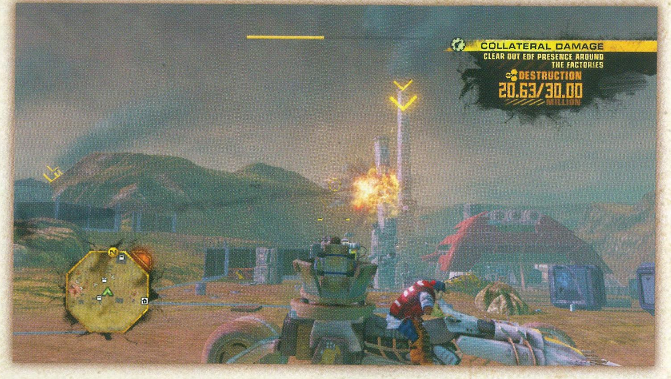
Jenkins is extreme even by Red Faction standards, and he really, *really* doesn't like the EDF. While Jenkins pilots the ride in a tour around EDF territory, you have to use the high-powered turret to destroy a target cash value in property before Jenkins reaches the safe house.



All EDF buildings (and troops, and vehicles, for that matter) give you cash for destroying them, though as you'd expect, larger buildings tend to be worth more.

Don't neglect the EDF forces that inevitably show up in pursuit—destroying them can pad your cash total, but don't waste too many shots on them when Jenkins is driving you past highly valuable large EDF targets.

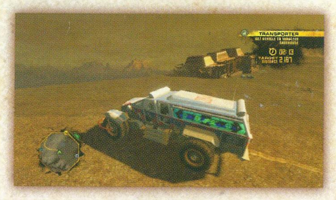
Tackling these missions is also a good way to go about learning the lay of the land near major EDF bases, and to really give the EDF a solid kick in the teeth before you go exploring on foot.

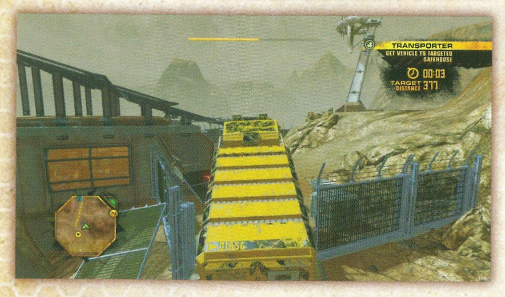


TRANSPORTER

Transporter missions are tests of your driving skill. Scattered about the surface of Mars are a series of specially tagged vehicles. The Red Faction wants these recovered, and to do so, you have to drive them from their starting position to a target safe house under the time limit.

Initially, the early Transporter vehicles are frequently driven to a nearby safe house, but later targets often require cross-sector long distance travel, often while pursued by angry EDF forces!





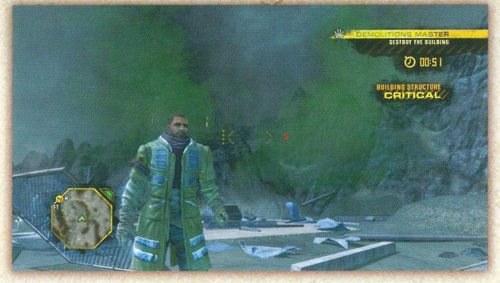
Transporter missions are fantastic practice for high speed driving, and they also often give you a good feel for the roads and routes from one sector to another. You need to strike a good balance between speed and caution when escaping with some of the more heavily defended vehicles. Too much damage and a stray bump from a civilian vehicle can cause your ride to go up in smoke.

If you know the vehicle you have to recover is in heavy EDF turf, make a point of demolishing everything nearby *first*, and clearing out any local EDF forces. This gives you the best chance for success once you do set out. You can't stop EDF pursuit from developing in some cases, but it can save you some early (and easily avoidable) damage to your ride before you start a very long journey.

DEMOLITIONS MASTER

DEMOLITIONS MASTER

Demolitions Master side missions are extremely useful tools, as they train you in a wide range of demolitions tricks, ranging from using your sledge hammer to throwing explosive barrels and shooting them in midair to trigger catastrophic building failure.



They are timed and generally constrain you to a specific area of the map with a very limited arsenal to destroy a specific target building. Each mission tends to teach you a different trick, or attempt to familiarize you with a new tool (ground-mounted turrets for example).

Because these missions are both instructional and reward you with Salvage for fairly little effort, make a point of seeking these out whenever possible. Unlike many other side missions, Demolitions Master missions tend to stick around even after you complete and free a sector from the EDF.

HEAVY METAL

Heavy Metal missions are pure, gratuitous destruction. You are often given access to a tank or walker, and then instructed to lay waste to a certain amount of EDF forces.

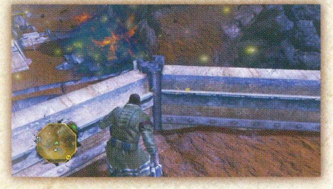
Remember that while you have a target amount of EDF to destroy, you aren't actually limited to only using the provided vehicle. You can absolutely use your own arsenal and other vehicles to complete the job.

Most Heavy Metal missions are restricted to a small area of the map, so if you're having any trouble with a specific mission, scout out the area first and see if there is any terrain, or any buildings in the area that you can turn into an advantage.

HEAVY METAL

SPECIAL GUERRILLA ACTIONS

EDF ASSAULT



EDF Assault side missions occur occasionally when the EDF mounts an attack against the Red Faction in a specific area.

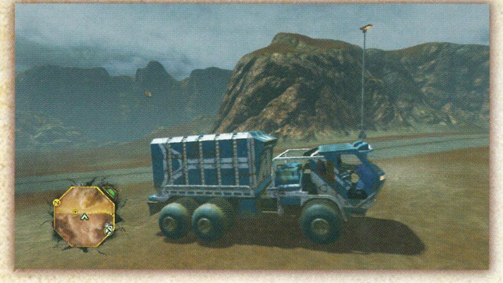
If you hustle to the target location quickly enough, or lock the mission in by pressing right on the d-pad, you become wrapped up in a firefight between the EDF and Red Faction. You must stay within the mission area and take down enough EDF to break the EDF assault and seize victory for the Red Faction.

Come fully armed as you often have to take down a great many EDF troops before the Red Faction carries the day. If you run low on ammo, the plentiful EDF troopers can provide you with on the spot EDF weaponry, and many mission locations also have an ammunition crate nearby (just watch your minimap!).

CONVOY

Convoy missions come in a few different varieties. From time to time while driving around Mars, you may be alerted to an EDF convoy travelling from one location to another. Intercept it in time and you can go after the target vehicle.

For some of these missions, you must hijack the vehicle, and for others, you must destroy it. In either case, the vehicle is generally being escorted by a number of EDF vehicles. To complete these missions successfully, you should come prepared in a good vehicle (preferably one with a turret) and loaded with weapons.



You can break up a convoy (and get the attention of the EDF) by shooting or ramming any of the vehicles in the convoy. If you don't like the terrain, you can shadow the convoy for a time, then engage at your leisure. As long as you don't engage the convoy, the EDF won't automatically come after you.

Once the convoy is alerted to your hostility, the target vehicle tends to take off, while some EDF forces come after you. Use a turret or high explosives to quickly eliminate the escort, then track down the target vehicle and secure it. Just don't let it get too far away while you're fighting EDF guards, or you can fail the mission!

INTERCEPTION

The final type of 'spontaneous' mission is the Interception, where an EDF courier is known to be taking valuable intelligence to a target location. To recover it, you need to get a vehicle of your own, then chase down the courier and intercept the data.

As with Convoy missions, bringing a vehicle armed with a turret is a very good idea, as it allows you to tackle your target quickly, without resorting to ramming or hopping out and shooting weapons to stop or destroy your target! Interception missions are generally fairly similar to Convoy missions in execution, and they're good training for your vehicle driving and demolitions skills.

DEMOLITIONS EXPERT, C CLASS

Many amazing construction projects on Mars have been supported by the EDF, when you're traveling between sectors, you can thank the EDF for speeding your travel over some of the high quality bridges around Mars, or for defending the frontier in sturdy bunkers and lofty watch towers.

STRUCTURAL SUPPORT WEAKNESSES ARE NOTED HERE, HERE, AND HERE. ENOUGH EXPLOSIVES PLACED AT THESE POINTS SHOULD RESULT IN CATASTROPHIC FAILURE AND COLLAPSE.

One of the great joys of *Red Faction: Guerrilla* is pure and simple destruction. Nearly every structure you see out there on Mars can be leveled completely, reduced to a smoking hulk with the application of enough explosives. Or a speeding truck. Or your sledgehammer. Or a tank.

By and large, destroying buildings is a straightforward (and entertaining) task. Lob enough demolition charges, fire a few rockets, use the nano rifle, or use heavy vehicles or nearby explosive canisters and you can destroy just about any building.

It is worth knowing that you can take down even large buildings with less by carefully choosing where to trigger explosions, and if all else fails, you can always fall back on your sledgehammer to finish the job on all but the toughest targets.

Most of the time, destruction of buildings is either targeted and intentional, or random and accidental. In the former case, you may want to do a little preparation, as certain tools are more useful than others.

USING THE RIGHT TOOL FOR THE JOB

First off, Remote Charges, the most basic explosive, and the earliest acquired, are absolutely one of the best tools for demolitions. They are plentiful, fairly cheap to upgrade, and provide a satisfactory boom! on detonation.

With careful placement, you can take down just about any building using charges; try placing them on load bearing supports, and placing a few at a time to charge a large explosive shock to the building when you detonate them.

Of the other weapons, the Singularity Bomb, Rocket Launcher, Thermobaric Rocket, and Nano Rifle can all be used for building demolition reasonably effectively.

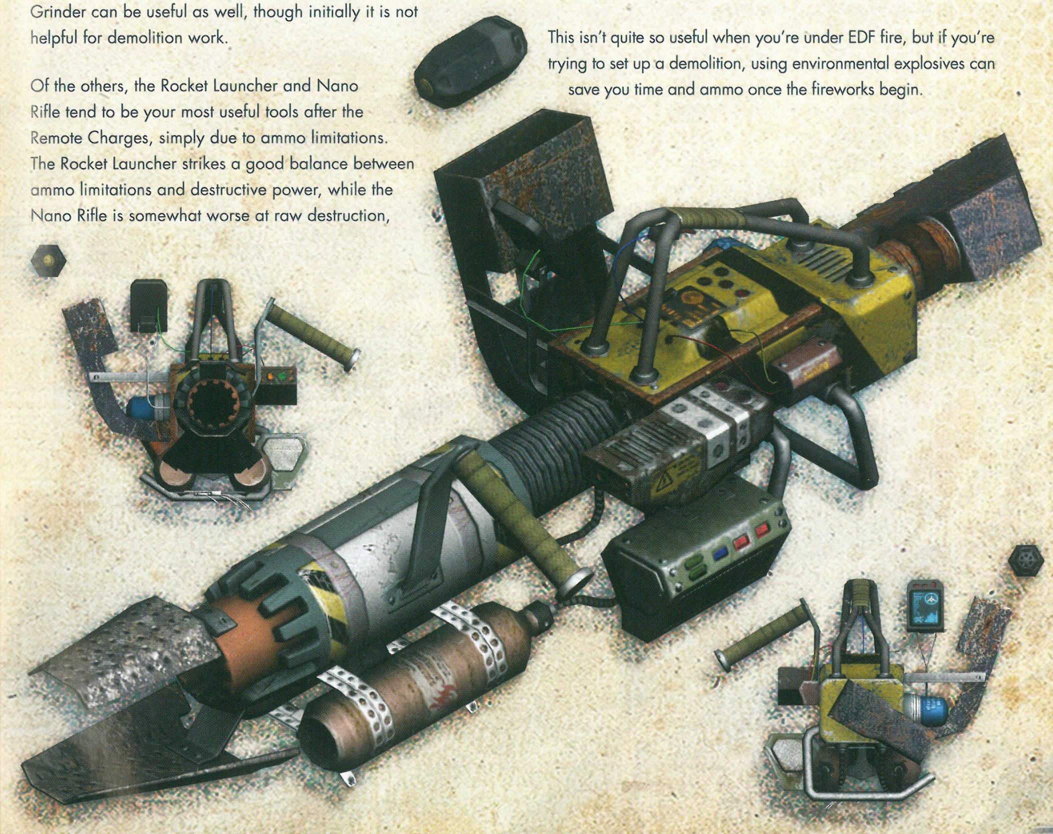
The Proximity Mines *can* cause building damage, but they're largely useful for anti-personnel work, so they aren't ideal if you have a specific building takedown in mind. The upgraded Grinder can be useful as well, though initially it is not helpful for demolition work.

Of the others, the Rocket Launcher and Nano Rifle tend to be your most useful tools after the Remote Charges, simply due to ammo limitations. The Rocket Launcher strikes a good balance between ammo limitations and destructive power, while the Nano Rifle is somewhat worse at raw destruction, but also makes a solid anti infantry and anti vehicle weapon. The Nano Rifle's pinpoint accuracy also makes it great for taking out key supports in a building at long range, useful for downing towers or exposing a target inside cover.

The Singularity Bomb and Thermobaric Rocket are tremendously powerful weapons, and are ideal for destroying single, high value target buildings, but they're so sharply limited on ammunition that you won't have much left in your tank if you need to destroy more targets.

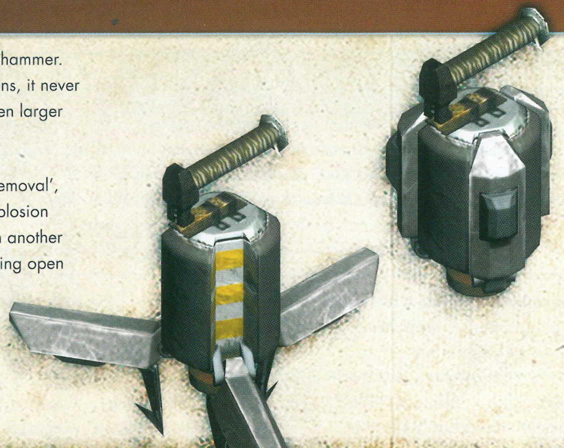
Any weapon, even the Pistol or Assault Rifle can be used to work on building demolition by taking advantage of any nearby explosives in the environment—fuel tanks, explosive canisters, and so on. You can also manipulate the smaller canisters by picking them up and then throwing or dropping them near your desired target.

This isn't quite so useful when you're under EDF fire, but if you're trying to set up a demolition, using environmental explosives can save you time and ammo once the fireworks begin.



And of course, you always have access to your sledgehammer. While it isn't nearly as spectacular as the other weapons, it never runs out of ammunition, and with enough patience, even larger buildings can be destroyed with it.

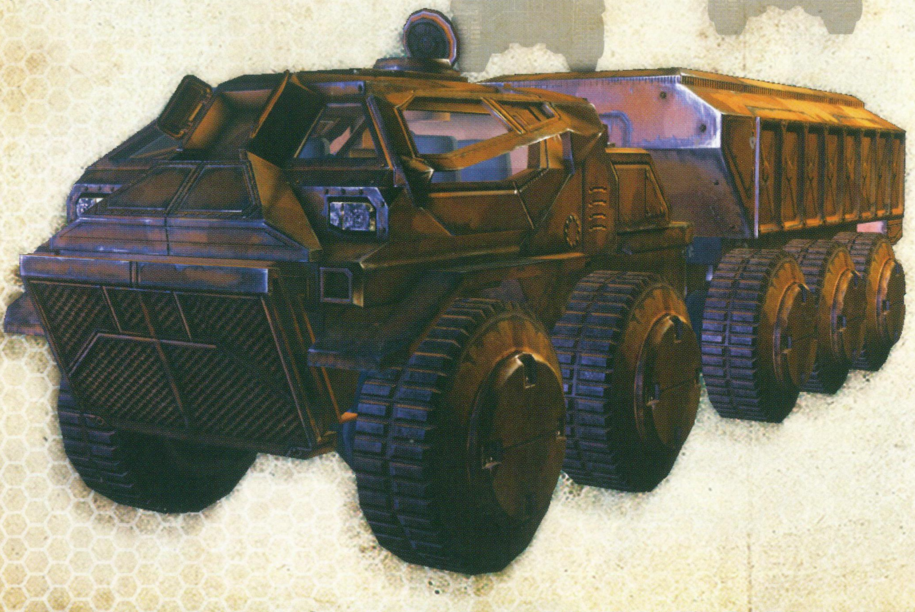
In general, the sledgehammer is most useful for 'spot removal', taking out a few key sections of a building after an explosion to weaken the building in preparation for felling it with another blast or two. The hammer is also very handy for knocking open EDF Supply Crates, and it even comes in handy for knocking around EDF skulls from time to time…



RAMMING SPEED

In addition to the environmental explosives, it's worth remembering that large vehicles can be just as (if not more) destructive than actual explosive weapons.

In particular, the tanks and walkers are hugely powerful tools for destroying buildings, but even in cases where you don't have access to either, a heavy truck moving at high speed can provide just the initial shock you need to weaken a large building, or possibly straight up destroy a small building.



FIGHTING THE EDF

In the event that you are witness to criminal combatants assaulting friendly EDF forces, take cover in the nearest approved emergency shelter and remain in place until the situation has been resolved.

Throughout the game, the EDF forces are your primary opposition. While you occasionally run into hostile Marauder forces, the vast majority of your combat time is spent battling the EDF troops.

One quick point: be careful around civilians and other guerrillas! Killing innocents drains sector Morale, and killing guerrillas obviously weakens your own forces!

RISE UP BROTHERS! THROW DOWN THE EDF AND RECLAIM MARS FOR THE PEOPLE!

ALERT LEVEL

While driving around Mars, you need to pay heed to your *alert level*. This indicator starts out at green, and progresses to an angry flashing red if you really get the attention of the EDF.

As you'd expect, performing loud and/or violent actions tends to attract the attention of the EDF. The more populated the area, the more likely you are to draw unwanted attention. If you march into a heavily fortified EDF base, you may trigger a full red warning instantly, while causing havoc in a populated area may cause a slightly slower ramp up.

If you start making noise, the EDF first dispatch local troops to deal with you, then fresh reinforcements start showing up in vehicles. This can actually be quite handy if you want an EDF ride! Once your alert level is built up, EDF troops will keep coming after you, to cool off, you need to vacate the area (and possibly get rid of any EDF forces pursuing you). Enough distance plus enough time equals a green alert level again.

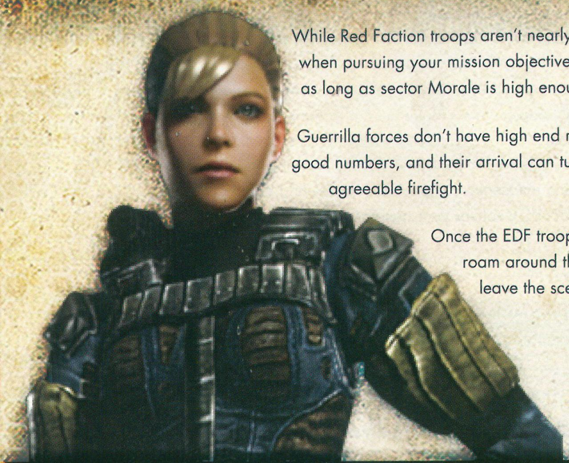
EDF FORCES

The EDF soldiers you face come in a variety of forms. The most basic soldier is also the most common enemy that you battle, and they are generally armed with simple weapons: pistols, assault rifles, etc. There are heavily armored elite EDF troops, these take considerably more damage to down, but are much less common outside specific missions or strong EDF bases.

EDF also assault you in a range of vehicles. Most of their basic vehicle types have turret mounted guns, and you may occasionally come up against EDF tanks as well.

EDF vehicles can be downed with the same explosives you use to take out buildings. Planting Remote Charges in advance of an EDF convoy arrival is a particularly effective tactic, as you can remove the bulk of their force before they even have a chance to get out of their troop transports!

RED FACTION FORCES



While Red Faction troops aren't nearly as well-armed or armored as the EDF, they are tremendously helpful when pursuing your mission objectives, as they will show up and help out during any conflict with the EDF as long as sector Morale is high enough.

Guerrilla forces don't have high end military vehicles, and only basic weaponry, but they do have good numbers, and their arrival can turn a one-sided "man against millions" scenario into a much more agreeable firefight.

Once the EDF troops are distracted by friendly forces, you have much more leeway to roam around the battlefield, flank the EDF, go after your targeted building, or simply leave the scene and ditch your wanted level!

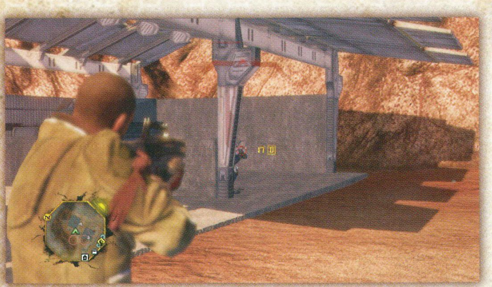
BASIC COMBAT

Combat in Red Faction is generally quite straightforward, though there are a few quirks that make it a bit more challenging than taking down an undefended building with explosives! The fundamentals of combat are simple; you can fire on the move, take aim and fire more accurately while moving more slowly, and utilize cover to avoid taking damage.

AIMING

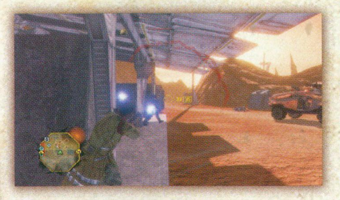
All of the 'gun' type weapons (Pistol, Assault Rifle, Nano Rifle, etc.) can be aimed to sharpen your long-range accuracy. Aiming also has the effect of reducing recoil, often by a considerable amount.

This makes the weapons much more accurate at medium to long range, and conserves ammunition. Make a point of always using aiming if your targets are at a distance and you have good line of sight. With practice, you can aim for headshots at medium- and long-range without even thinking about it.

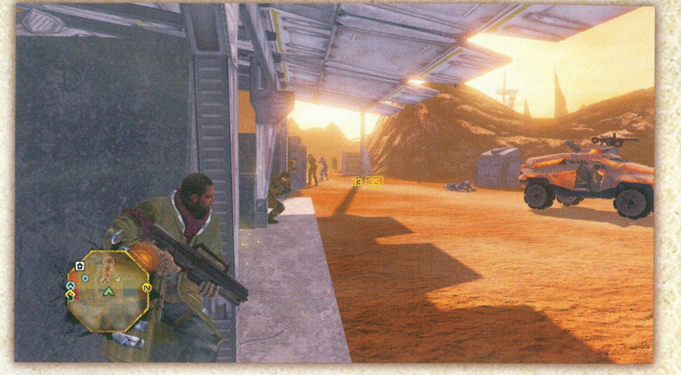


COVER

Cover is basic and fundamental to combat; in many situations, it's you and you alone against a whole lot of angry EDF soldiers. Standing out in the open is a good way to get yourself killed quickly.



There are a few ways to use cover. The most basic is getting a large and solid object between you and your enemies. Use the map to keep an eye on enemy positions, and try to keep several buildings or bits of rubble between you and the bulk of the enemy force. This can also act to funnel enemy forces into a narrow channel, making them easy targets when they emerge.

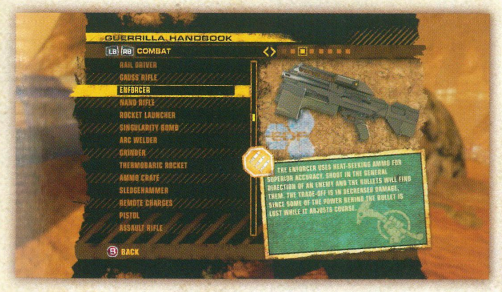


It is also possible to actively use cover, by pressing yourself up against a flat and solid surface. You can hug a wall or other obstacle and peek around the corner to shoot. This can be useful in some situations, just don't get so stuck up on hiding behind cover that you allow the EDF to flank your position. Mobility is just as important as cover in combat!

You can also crouch while moving about, this can be helpful if cover is *very* limited, or you're inside a building near a window and trying to limit your exposure.

WEAPON SELECTION

Choosing the right weapon for the job is just as important in combat against the EDF as it is when you're picking explosives for building demolition. In general, you should always carry one 'basic' weapon to use in combat against the EDF. This can be an Assault Rifle, the Peacekeeper, or even a simple Pistol.



THE ENFORCER USES HEAT-SEEKING AMMO FOR SUPERIOR ACCURACY. SHOOT IN THE GENERAL DIRECTION OF AN ENEMY AND THE BULLETS WILL FIND THEM. THE TRADE-OFF IS IN DECREASED DAMAGE, SINCE SOME OF THE POWER BEHIND THE BULLET IS LOST WHILE IT ADJUSTS COURSE.

The reason for this is simple—most of the high explosive weapons are ammo limited, and most EDF troops carry those simple weapons, allowing you to resupply on the field. You don't want to be reduced to using your sledgehammer to fight off a wave of EDF troops!

Save your explosives for EDF vehicles, and use the more common EDF weapons as your primary tools for battling the soldiers.

FIGHTING ON THE FIELD

There are quite a few ways to approach combat in Red Faction. In general, you're going to get into combat the same way you get into trouble destroying buildings; either intentionally planned, or spontaneous and accidental.

The latter is often unavoidable, and in those cases, you're simply going to have to work with the nearby terrain and decide if you're sticking around to fight, or leaving to let the alert level cool off.

If you're planning a specific assault, you should take a look at the lay of the land and see if there are any terrain features you can use to your advantage. Is there an open route you can drive a heavy vehicle in? Or enough open ground to use a turreted vehicle to good effect? Are there enemy stationary turrets in place guarding on approach? If so, can you go around them?

You can also create a diversion in one area to attract EDF attention, then shift positions and engage them (or go after your demolitions target!). Buildings are also useful tactical tools; you can hide out inside them, and shoot out from the windows (no window? Make one!).

High ground is also quite valuable, as it tends to nullify low cover for your targets, and lets you easily target explosive weapons to cause the most blast damage on multiple targets. If you can approach an EDF base at a distance and on high ground, you can make use of long range sniping to pick off numerous targets before they can respond.

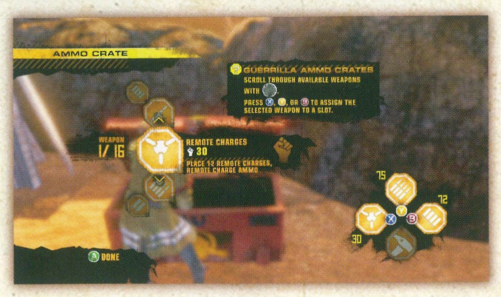
One last point: in Red Faction, your health automatically regenerates if you stay out of combat for a few seconds (yet another reason to make good use of cover). Early in the game, your health bar is fairly short, but as you progress through the game, you unlock several armor upgrades that increase your health. If you're having really serious trouble tackling a specific mission or area, you can always come back later. However, most situations can be resolved with a bit of ingenuity, even early in the game with limited weapon access and lower health.

AMMO

Ammunition is always a concern while out in the field, particularly early in the game when your ammo capacity has yet to be upgraded.

Initially, when dealing with the EDF, it's best to use their weapons as they drop them, as this allows you to resupply easily. Later in the game when you have unlocked and upgraded more weaponry, you may want to stick with your specific loadout for an entire operation.

To aid you in your efforts, the resistance has placed numerous ammo stashes scattered around Mars. These show up on your minimap, and can provide a much needed resupply in mid battle (or just before a battle!).



AMMO CRATE

GUERRILLA AMMO CRATES

SCROLL THROUGH AVAILABLE WEAPONS WITH .

PRESS X, Y, OR B TO ASSIGN THE SELECTED WEAPON TO A SLOT.

WEAPON 1/ 16

REMOTE CHARGES

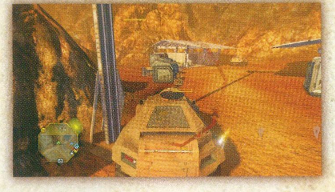
30

PLACE 12 REMOTE CHARGES, REMOTE CHARGE AMMO

The ammo supplies in the crates out in the field are dependant on the Morale of the sector: low Morale means less ammo, while maximum Morale can refill even your more powerful explosives.

The best ammo resupply centers are the safe houses. While changing your weapon loadout at a safe house, you are also completely filled with ammunition. If you know you're going to be tackling a difficult mission or a well defended EDF base, make a visit to safe house first!

VEHICLES



Vehicles play an important role in combat, as they act as both defensive shields, cover, and offensive weapons. Even a basic civilian vehicle can protect you from EDF fire long enough to escape, and they're the best tools for quickly gaining distance and lowering the alert level. Vehicles can also be used as instant cover, particularly heavy vehicles. Drive them up to a conflict zone, hop out, and use the vehicle as portable cover.

Offensively, you can use heavy vehicles as simple bludgeons, ramming EDF troops. Those with mounted turrets are also very effective against massed EDF forces. If you know you're going after a fortified EDF position, track down a vehicle with a turret and bring it along.

UPGRADES

Throughout the course of the game, you unlock the ability to upgrade and purchase new weapons and goodies at the Safe houses around Mars. These upgrades all require the expenditure of Salvage acquired by destroying buildings and completing missions.

You usually won't have enough currency to buy *all* of the available upgrades, so pick and choose your upgrades based on what you find most effective (and enjoyable) to use. Oh, and always pick up armor upgrades!

UNLOCKED UPGRADES

INITIALLY AVAILABLE

A handful of upgrades can be purchased immediately.

EARLY UPGRADES
Place more remote charges at once.
Increased Remote charges ammo capacity
Arc Welder
Salvage Collector

UPGRADES TIED TO SECTOR LIBERATION

SECTOR	UPGRADES
Parker	Level 1 Armor, Rocket Launcher
Dust	Nano Forge, Guerrilla Express (instant travel to Safe house)
Badlands	Level 2 Armor
Oasis	Jetpack
Free Fire Zone	Thermobaric Rocket

UPGRADE UNLOCKS TIED TO GUERRILLA ACTIONS

# OF ACTIONS	UNLOCK
2	Ore Additive
5	Proximity Mines
8	Personnel Detector
12	Grinder
18	Quantum Multiplier
25	Stonebreaker Sledgehammer
35	Shattermaster Sledgehammer

UPGRADE UNLOCKS TIED TO PURCHASES

Some upgrades are unlocked simply by purchasing certain items. Most notably, when you buy a weapon, you usually get a few upgrade paths for that specific weapon (more ammo, special weapon features, etc.).

ITEM	UPGRADES
Rocket Launcher	Increased ammo capacity, Multi-rockets, Heat-seeking rockets
Arc Welder	Increased ammo capacity, Third arc, Smart arcs (only targets enemies)
Grinder	Increased ammo capacity, Faster spin-up, Exploding discs
Proximity Mines	Increased ammo capacity, Smart mines (only triggered by enemies)
Nano Rifle	Increased ammo capacity, Nano enhancer (increased damage to humans and vehicles)
Thermobaric Rocket	Increased ammo capacity
Jetpack	Faster recharge time

ARMORY

As you work your way through the sectors of Mars, you gradually acquire a large arsenal of weaponry to use against the EDF forces. Some weapons are great for fighting off the EDF and their vehicles, others are ideal for building demolition.

Generally, you want to be carrying around at least one anti-personnel weapon, one solid explosive weapon for building demolition, and a third weapon of your choice. You always carry your sledgehammer, as a backup weapon of last resort, and a tool for finishing off buildings if necessary.

You can change your weapon loadout at any safe house on Mars, and ammo crates stashed around the world allow you to resupply in the field. For the most part, reloading unusual or exotic weapons from fallen EDF soldiers isn't possible, but EDF weaponry *is* quite common, so if you carry a basic EDF gun, you can expect to get more ammo easily.

Early on, the EDF troops carry little more than Pistols and Assault Rifles, but later in the game, you can expect to run into their troops armed with more dangerous weaponry. Many of the weapons, especially Guerrilla equipment, can be improved at a safe house. Stock up enough salvage and you can get some useful upgrades.

FIGHTING VEHICLES

It's worth mentioning that *any* weapon, even the lowly pistol, can eventually destroy a vehicle. The issue of course being that it might take your entire load of ammo, and far, far too long to be useful in combat.

Generally, when battling against EDF forces (particularly EDF troops in turreted vehicles), you want the threat removed immediately. Firing a single RPG round is a lot more efficient than burning your entire Assault Rifle ammo supply on one vehicle.

EDF WEAPONRY

WEAPON ACCURACY

Keep in mind that nearly all guns are more accurate when zoomed in and aimed. This is particularly noticeable with the Assault Rifle, which has less recoil when "scoped."

Weapons like the Sniper Rifle and Rail Driver are intended to be fired while scoped, but almost all weapons benefit from careful aim, with a few notable exceptions that perform just as well on the run.

The EDF tend to carry the most hi-tech and dangerous military weaponry, most of it being primarily anti-personnel.

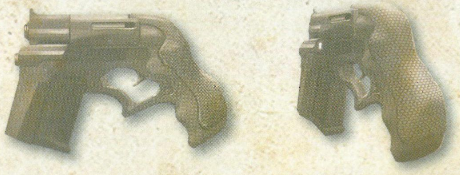
WEAPON	RATE OF FIRE	CLIP SIZE	MAX AMMO	UPGRADED AMMO	DAMAGE PER SHOT	BLAST RADIUS	IDEAL RANGE	STRUCTURAL DAMAGE	SPECIAL FEATURES
Pistol	up to 6 shots/sec	16	64	N/A	Low-Med		Medium		
Assault Rifle	10 shots/sec	40	120	N/A	Low		Short-Medium		
Peacekeeper	3 shots/sec	12	72	N/A	Medium		Short		
Enforcer	6 shots/sec	32	128	N/A	Low		Medium-Long		Bullets find target if fired in it's general direction
Gauss Rifle	4 shots/sec	18	72	N/A	Medium		Medium	Low	
Sniper Rifle	up to 1 shot/sec	4	20 (12)	N/A	Very High		Long		Scope
Rail Driver	up to 1.5 shots/sec	6	24	N/A	High		Medium-Long		Shoots through Structures, X-Ray Scope
Singularity Bomb	N/A	N/A	12 (2)	N/A	Very High	Large	Short	High	Time Triggered, Pre-Explosion Vortex

PISTOL

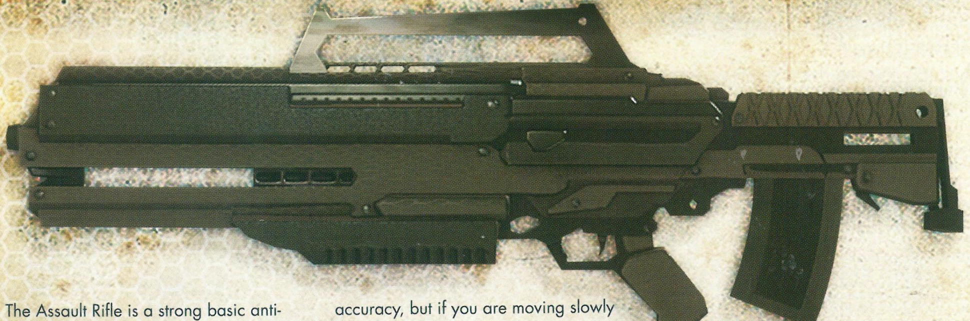
The Pistol is a very weak and basic weapon, though it has the benefit of excellent accuracy early in the game. Generally, you don't want to be using this at any point beyond the very early stages unless you somehow manage to deplete all other available ammo and an EDF soldier drops one!

The Pistol *is* highly accurate, and can be used as a sort of basic early game 'sniper rifle' by taking careful aim. Headshots on EDF troops from a distance are not impossible when they poke out from behind cover.

Don't try to get away with this level of precision if your position is being swarmed by many EDF troops, but it works fine if you're only dealing with a handful of enemies (or a few EDF troops who aren't yet aware of the threat you present!).



ASSAULT RIFLE



The Assault Rifle is a strong basic anti-infantry weapon. It has a good rate of fire, decent accuracy, and fair damage. It also has the benefit of being common, as many EDF troops carry this weapon, allowing you to fire extended bursts without worrying overly about wasting ammo.

When fired from the hip or on the move, the Assault Rifle does not have amazing accuracy, but if you are moving slowly while aiming, you can generally take down a medium range target quite fast.

The Assault Rifle is also a good choice for blasting nearby explosive canisters or fuel tanks, as you can home in on the target and pick it off by aiming quickly enough to take out any nearby EDF troopers. This is a good choice to carry as your anti-infantry weapon early in the game.

ENFORCER

The Enforcer is an interesting weapon; it is essentially a slow-firing Assault Rifle, with the notable exception that its bullets are homing! The Enforcer's slugs travel through the air leaving distinct tracers behind as they seek out their target. This unusual characteristic makes the Enforcer a perfect weapon for firing on the run, giving you great mobility as long as its ammo supply holds out.

The Enforcer does not inflict high damage in comparison to more specialized weapons, but it can be effective in situations where you care more about getting to a specific spot on the battlefield than taking out every EDF soldier in the area.

PEACEKEEPER

The Peacekeeper is a powerful shotgun and an ideal close range weapon against EDF troops. It is awfully poor at a distance, and has little utility outside close-range engagement, but in that role, it excels. It's an ideal weapon for combat in and around buildings, or in areas that have plenty of cover in the open that you can utilize to close the distance.

On the other hand, if you plan to be fighting out in the open against a larger force of EDF troops and vehicles, the Peacekeeper is an incredibly *poor* choice, and you should swap it for a longer ranged weapon as soon as possible.

GAUSS RIFLE

The Gauss Rifle is a powerful infantry sized version of the common EDF vehicle turret. In many ways, it is a straight upgrade to the standard assault rifle, as it has good accuracy, good damage, and a solid rate of fire.

Once you gain access to the Gauss Rifle, it's definitely worth taking with you during large firefights. It also causes a small amount of structural damage, enough to damage light cover, clearing EDF troops from hiding.

SNIPER RIFLE

The Sniper Rifle is exactly what you'd expect—a long-range death dealer. It's perfect for assaulting fortified EDF positions from a great distance. If you can manage to get up on a high Martian hillside or cliff, you can often pick off all the EDF troops in a base before they even have a chance to retaliate against you.

Unsurprisingly, the Sniper Rifle is quite poor up close, or in cases that require firing on the run. Keep it around if you're going to assault a base from a distance, but it may not be suitable if you're on a demolitions mission that involved close-range firefights.

RAIL DRIVER

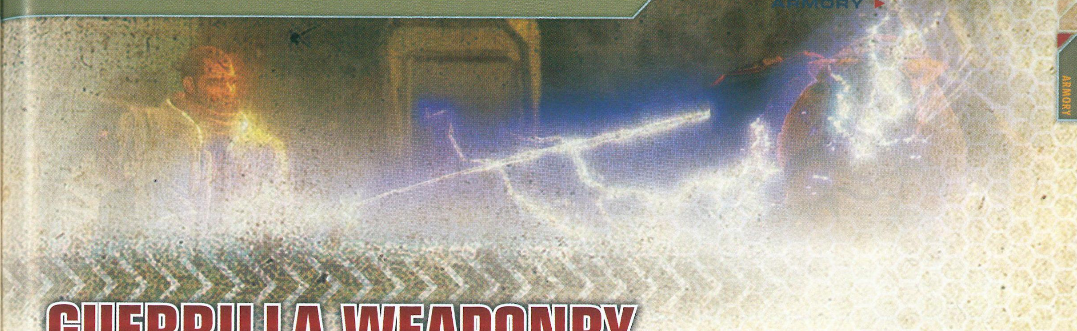
The Rail Driver is like an extremely powerful upgrade to the Sniper Rifle. While its basic functions are identical to the Sniper Rifle, it has two unique abilities that set it apart.

The first is that while scoped and zoomed in, you can see enemies through walls! Buildings, vehicles, debris, it doesn't matter; you can spot your target. What's even more impressive is that the powerful projectile fired by the Rail Driver will also penetrate any of those surfaces to the target beyond!

Cover is no protection against this powerful weapon; you can pick off EDF troops with impunity, even if they are hiding out inside a building or behind cover.

SINGULARITY BOMB

The Singularity Bomb is a rare and special weapon. It creates a localized vortex that sucks in everything nearby, causing staggering structural damage and a massive explosion. Because this weapon is so rare, it is usually best used against specific, high-importance building targets, where it can inflict maximum damage.



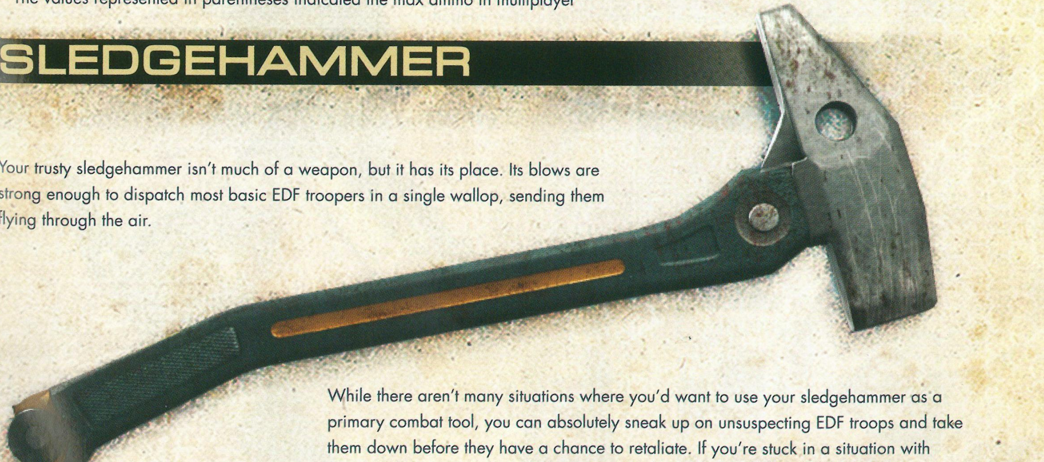
GUERRILLA WEAPONRY

Guerrilla weaponry tends to be mostly makeshift explosives and other repurposed equipment, useful for taking out EDF structures, and, in a pinch, EDF troops as well. Unlike EDF weapons, many Guerrilla weapons can be upgraded at your safe house, giving them more utility as you progress through the game.

WEAPON	RATE OF FIRE	CLIP SIZE	MAX AMMO	UPGRADED AMMO	DAMAGE PER SHOT	BLAST RADIUS	IDEAL RANGE	STRUCTURAL DAMAGE	SPECIAL FEATURES
Sledgehammer	N/A	N/A	N/A	N/A	High		Very Short	Low-Medium	
Proximity Mines	N/A	N/A	8 (4)*	16	High	Large	Short	Medium	Proximity Triggered
Remote Charges	N/A	N/A	18 (12)*	30	Medium	Medium	Short-Medium	Medium	2-12 in a Chain
Rocket Launcher	up to 1.5 shots/sec	3	9 (6)*	18	High	Medium	Medium-Long	High	Multiple and Heat-Seeking Upgrades
Thermobaric Rockets	N/A	1	4 (2)*	8	Very High	Very Large	Long	Very High	Mid-Air Trigger
Nano Rifle	up to 2.5 shots/sec	5	15	30	High	Small	Medium	Medium	Dissolves Targets
Grinder	up to 2 shots/sec	7	21 (28)*	35	High	Small	Short-Medium	Low-Medium	Explosive Ammo Upgrade
Arc Welder	10 charge/sec	50	200	300	Medium (rate)		Short		Kills Vehicle Occupants, Stuns

* The values represented in parentheses indicated the max ammo in multiplayer

SLEDGEHAMMER



Your trusty sledgehammer isn't much of a weapon, but it has its place. Its blows are strong enough to dispatch most basic EDF troopers in a single wallop, sending them flying through the air.

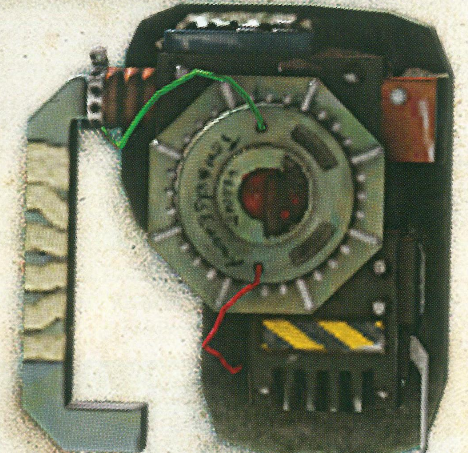
While there aren't many situations where you'd want to use your sledgehammer as a primary combat tool, you can absolutely sneak up on unsuspecting EDF troops and take them down before they have a chance to retaliate. If you're stuck in a situation with low ammunition, you can always fall back on your sledgehammer to at least down an unlucky enemy and steal their weapon.

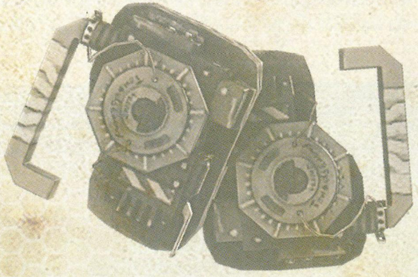
PROXIMITY MINES

Proximity Mines are a useful anti-infantry tool, particularly once you purchase the upgrade that gives them friend or foe recognition!

Proximity Mines can be helpful if you know exactly from where the EDF are going to attack. If you're assaulting a defended base, they are somewhat less useful. When you're pushing towards a target, it's harder to make good use of the mines than if you're retreating or defending.

Proximity Mines are generally instantly fatal to individual EDF soldiers, and depending on their placement, they can also cause building damage, or even take out vehicles if you drop enough of them.

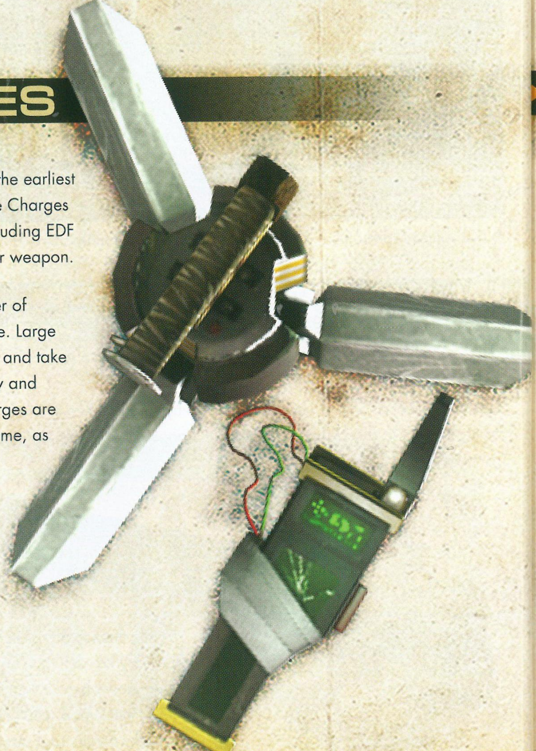


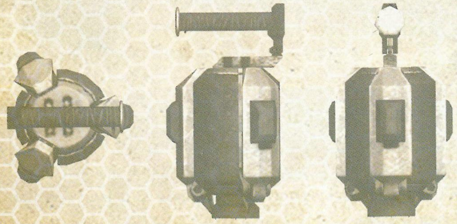


REMOTE CHARGES

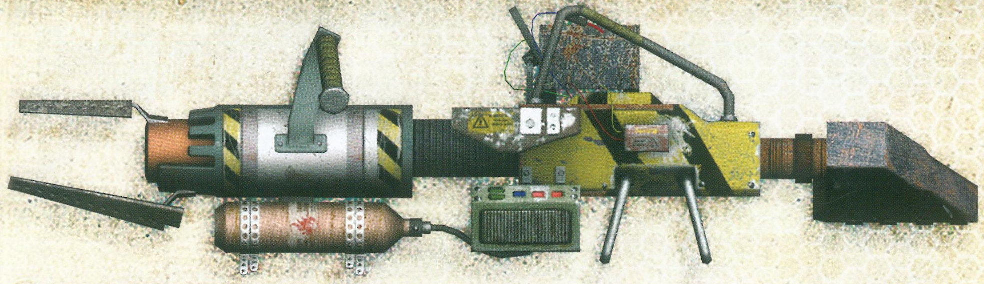
Remote Charges are the most basic explosive in the game, and the earliest to which you have access. They are also one of the best! Remote Charges are sticky explosives, once thrown, they stick to any surface (including EDF faces), and can then be detonated—even while wielding another weapon.

This chain detonation can be improved by upgrading the number of simultaneous charges you can have out at once at the safe house. Large Remote Charge explosions can level buildings, destroy vehicles, and take out clustered EDF soldiers with ease. Because of their availability and excellent ammo load in comparison to other explosives, the charges are one of your best tools for building demolitions throughout the game, as well as a solid weapon against EDF vehicles.





ROCKET LAUNCHER



The Rocket Launcher is a powerful and useful weapon, though it is somewhat constrained by a limited ammo supply. It's nearly as strong as a full load of Remote Charges for mass building destruction, and nearly always superior for dealing with vehicular threats—including really serious ones like EDF tanks.

Once upgraded with heat-seeking rockets, it is also the perfect weapon for taking down the EDF patrol aircraft, which can otherwise be a tremendous thorn in your side during certain missions. Bring along the Rocket Launcher once you have the seeker upgrade for missions where you expect heavy EDF resistance, its ability to down vehicles quickly from a distance is invaluable.

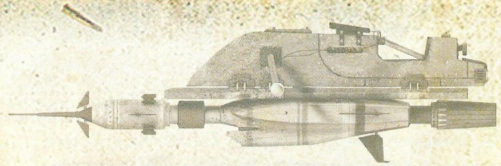
While Remote Charges are generally better for taking down gigantic structures via surgical support removal, the RPG is fantastic for taking down watch towers, bunkers, and removing any cover that EDF troops are using at a distance.

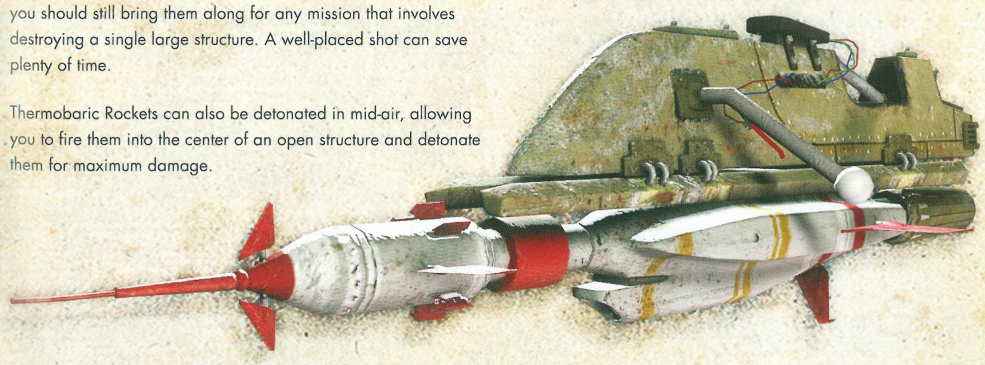
THERMOBARIC ROCKETS

Thermobaric Rockets are absurdly powerful explosives, upgraded rockets with a blast so strong they can level entire buildings in a single shot.

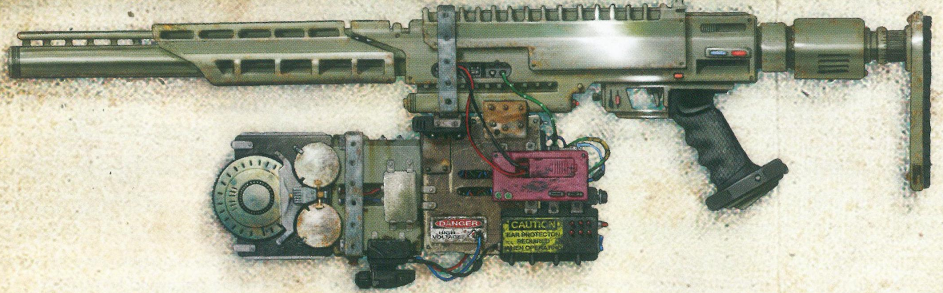
If it weren't for their sharply limited ammo supply, they would be the ideal weapon for destroying EDF bases, but as it is, you should still bring them along for any mission that involves destroying a single large structure. A well-placed shot can save plenty of time.

Thermobaric Rockets can also be detonated in mid-air, allowing you to fire them into the center of an open structure and detonate them for maximum damage.





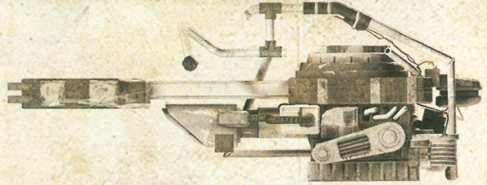
NANO RIFLE



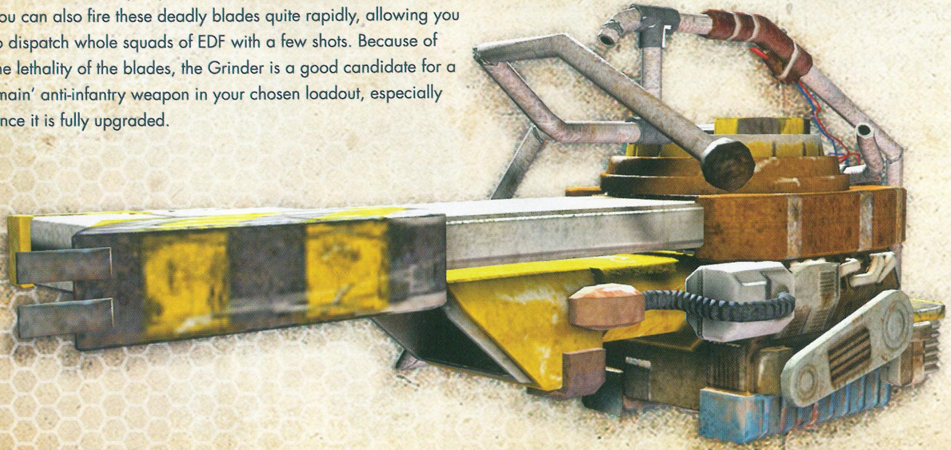
The Nano Rifle is an unusual weapon. Unlocked and created as part of the main story, it is a sharply accurate rifle that can disintegrate matter on contact—including EDF troops, their vehicles, and chunks of buildings. Because of its pinpoint accuracy and good range, it is a great weapon for picking off EDF troops at a distance, or removing key building supports with just a few shots. Its ammo supply isn't the greatest, but you can resupply easily in the field. It's not the best option to hold out against a full EDF assault force and their vehicles. You *can* use it to destroy vehicles, but the sturdier EDF vehicles can take several shots, so it is best saved for the most dangerous turreted vehicles on the battlefield. Upgrade its ammunition loadout as soon as possible if you plan on using this weapon often.

GRINDER

The Grinder is an unusual weapon, firing spinning blades at high velocity towards your unfortunate target. It's an excellent anti-personnel weapon, though nearly completely useless against vehicles or buildings—at first. You can purchase an explosive disc upgrade that changes that weakness however.

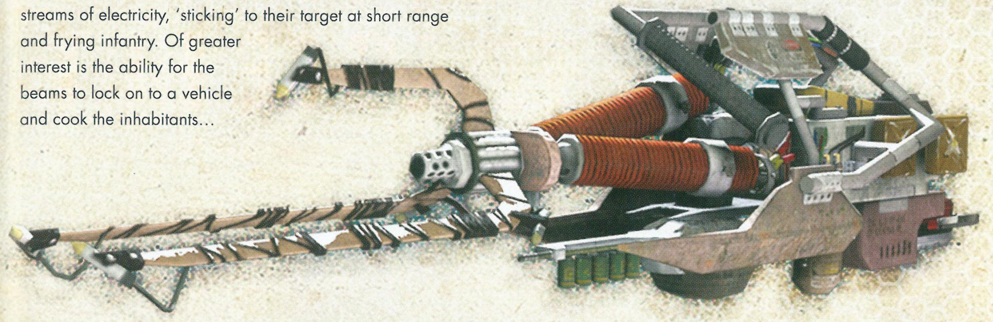


This weapon is great for taking down EDF infantry, as long as you're accurate! If you purchase the quicker spin-up upgrade, you can also fire these deadly blades quite rapidly, allowing you to dispatch whole squads of EDF with a few shots. Because of the lethality of the blades, the Grinder is a good candidate for a 'main' anti-infantry weapon in your chosen loadout, especially once it is fully upgraded.



ARC WELDER

The Arc Welder is another peculiar Guerrilla weapon, more of a repurposed tool than a proper military gun, it is nonetheless quite effective. The welder fires out streams of electricity, 'sticking' to their target at short range and frying infantry. Of greater interest is the ability for the beams to lock on to a vehicle and cook the inhabitants...



Because the Arc Welder can disable vehicles quickly, it's the perfect tool for assaulting EDF convoys, and this can come in handy during several missions. While it's short range and fairly quick ammo consumption limit its effectiveness in a large firefight, it does have a useful niche to fill in your arsenal.

MARAUDER WEAPONRY

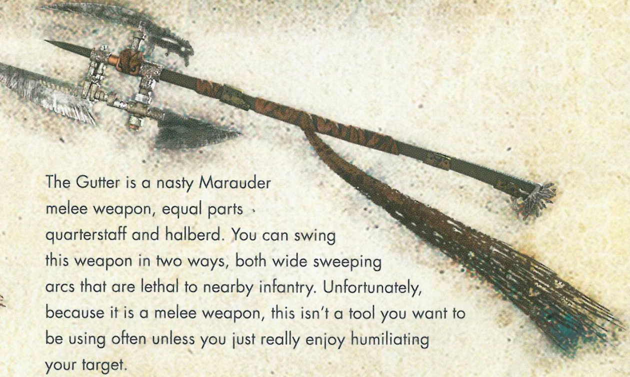
Marauders aren't really a common opponent, but you can stumble across them and their few unique weapons from time to time.

WEAPON	RATE OF FIRE	CLIP SIZE	MAX AMMO	UPGRADED AMMO	DAMAGE PER SHOT	BLAST RADIUS	IDEAL RANGE	STRUCTURAL DAMAGE	SPECIAL FEATURES
Shotgun	up to 1.33 shots/sec	8	32	N/A	Very High		Short		
Gutter	N/A	N/A	N/A	N/A	High		Very Short	Low	

SHOTGUN

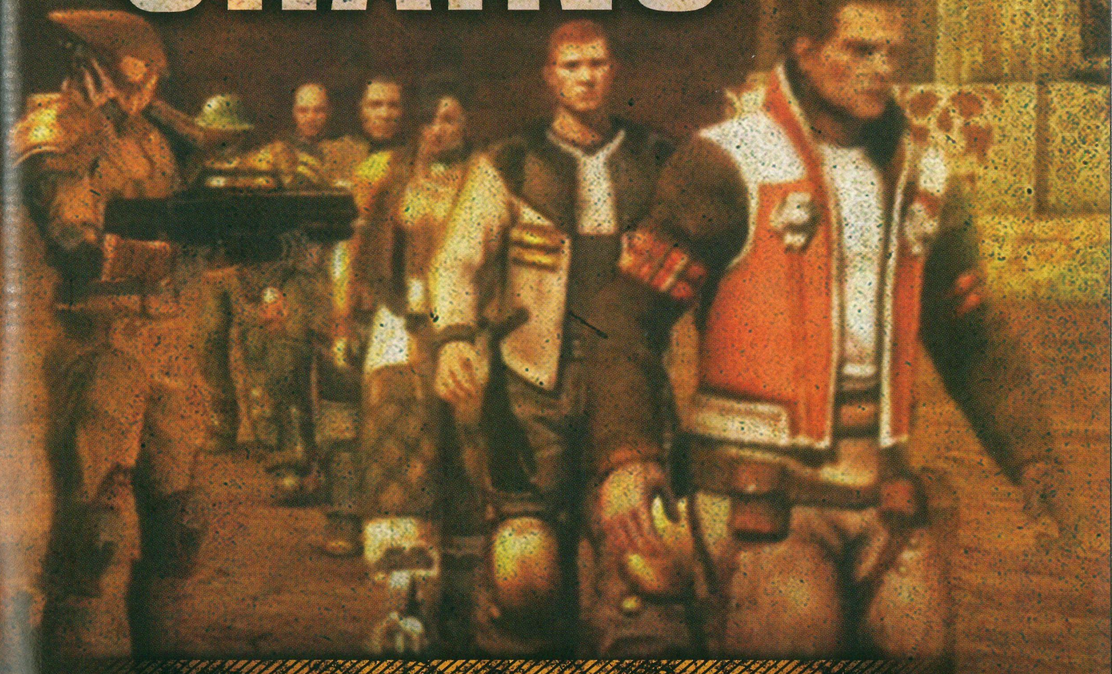
The rough and rugged Marauder shotgun is a powerful close-range weapon. It's a devastating weapon when used correctly. However, like most shotguns, it loses its efficacy at longer ranges.

GUTTER



The Gutter is a nasty Marauder melee weapon, equal parts quarterstaff and halberd. You can swing this weapon in two ways, both wide sweeping arcs that are lethal to nearby infantry. Unfortunately, because it is a melee weapon, this isn't a tool you want to be using often unless you just really enjoy humiliating your target.

YOU HAVE NOTHING TO LOSE BUT YOUR CHAINS



Your story begins with a reunion. You've come to Mars to meet your brother Daniel. He needs help, ostensibly with mining here on Mars. But the roads are choked with military convoys, and even a quick drive is enough to see that things aren't well here.

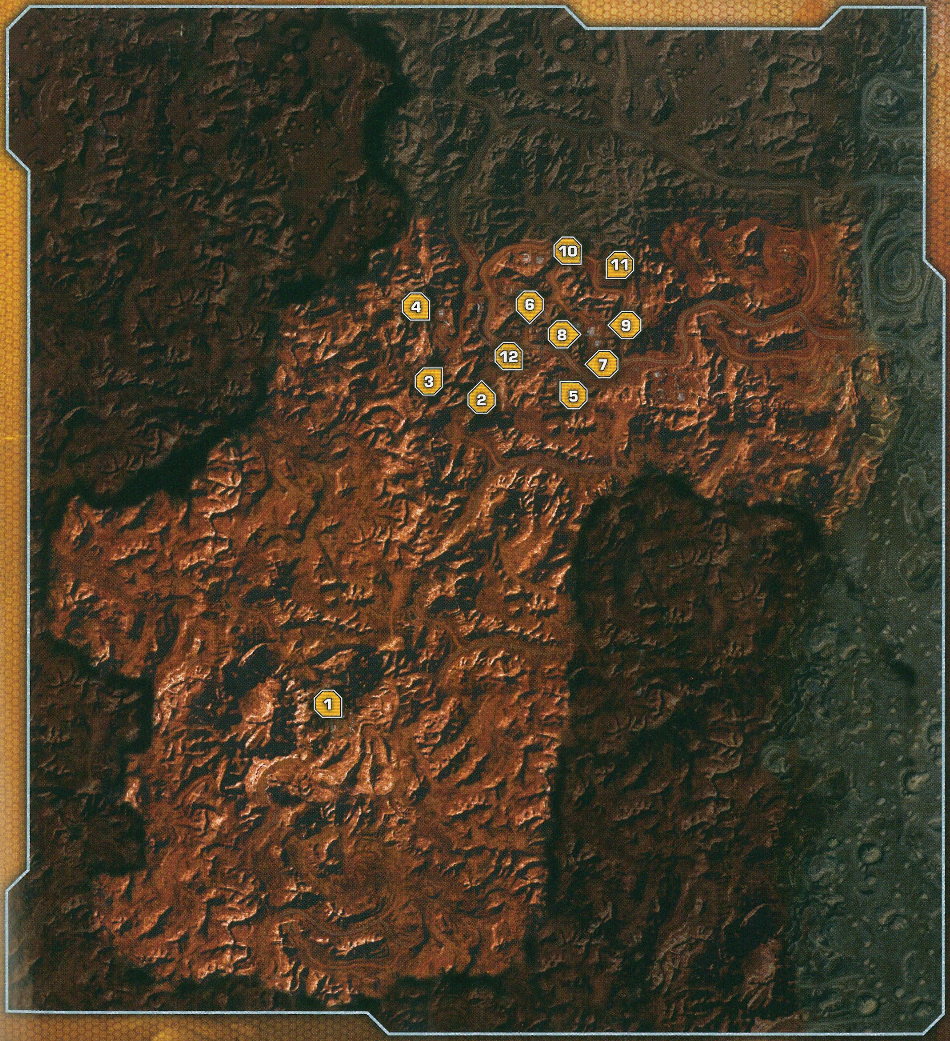
Despite that, your brother takes you to an abandoned research site in the southwestern region of Parker. Marauders came and killed the people who were working here, and now it's time for you to salvage whatever is left.

DAWN OF THE RESISTANCE

Parker is one of the quieter sections of settled Mars. The EDF doesn't station many of its heavier troops here. That isn't because the population is on their side. Rather, the people here and the installations are of little value to the EDF's control of Mars.

That makes Parker an ideal place to begin the true revolution. Start small, with a murmur. Soon enough it will grow to a roar that even the cowards on Earth hear loud and clear.

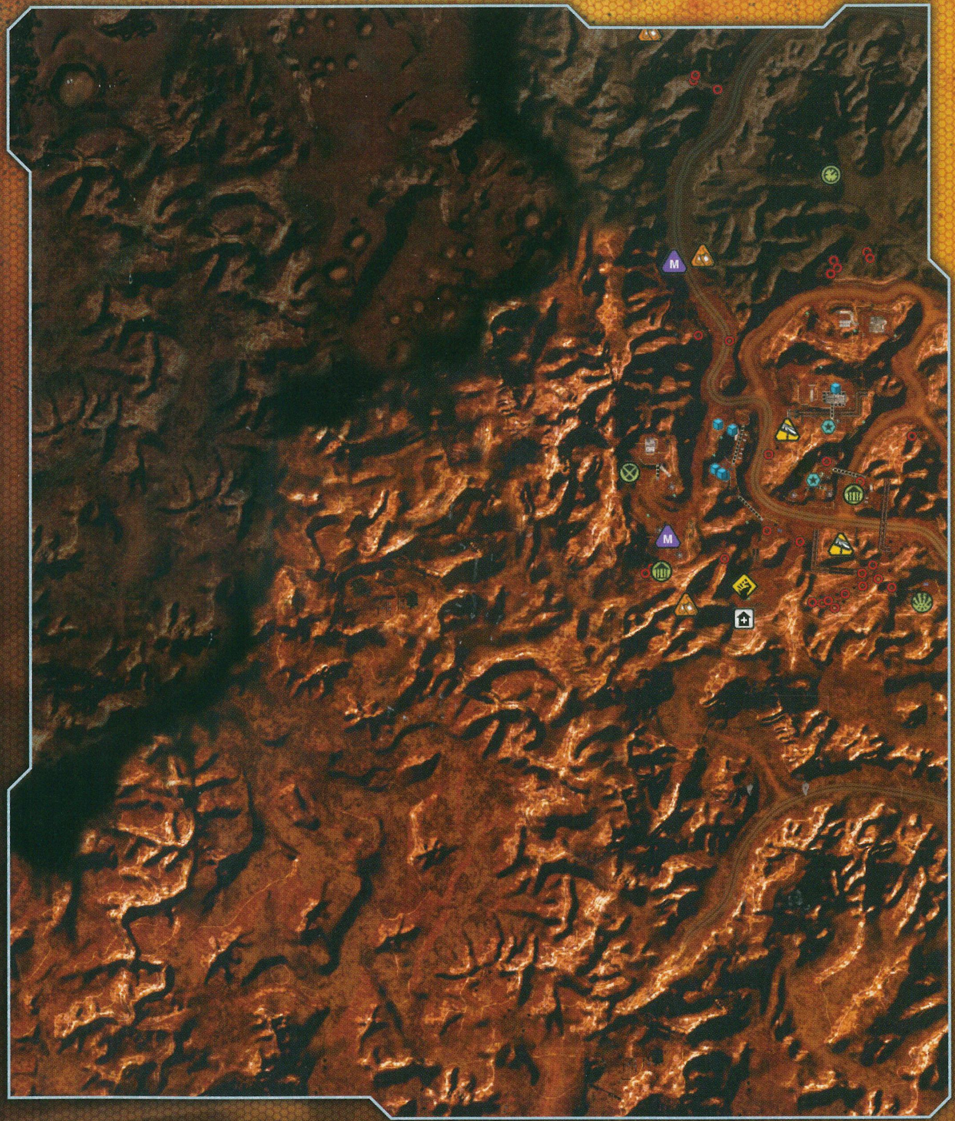
PARKER



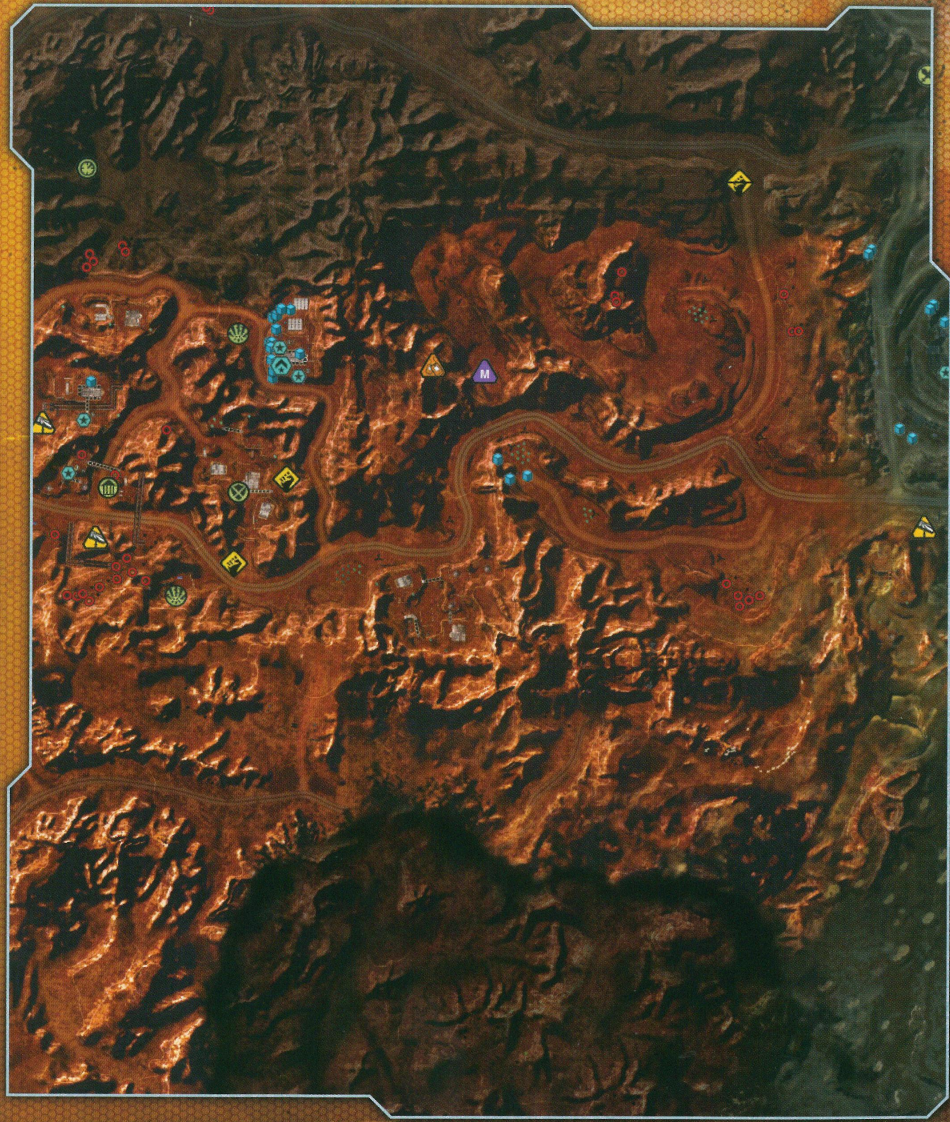
MAP LEGEND

1	Abandoned Research Compound	5	Demolitions Master #1	9	Story Mission (Ambush)
2	Starting Safe House	6	House Arrest #2	10	Demolitions Master #2
3	House Arrest #1	7	Story Mission (Start Your Engines)	11	EDF Processing Plant
4	EDF Assault #1	8	EDF Assault #2	12	EDF Mining Location

WEST



EAST



MAP LEGEND

- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

STORY MISSIONS

STARTING MISSION:

PICKING UP THE SCRAPS

The economy isn't good back on Earth, and it's not so great here either. Scavenging is a major part of the local economy, and that's why your brother brought you out here. There are EDF gunships flying overhead, but it doesn't look like they're here to give you any trouble, at least for now.

Take a look around. You're a strong guy with a hammer that means business, and you've also brought a number of remote charges to help with your task. Sprint toward the research post and switch between your remote charges and the sledgehammer. Practice switching between them as quickly as you can; it's a useful skill that comes into play often.

Use the sledgehammer to destroy the outer walls of the compound. Look inside. There are two major buildings that have to be destroyed, but a variety of smaller structures are there as well.

Look for the glowing blue items on the ground after you destroy small buildings, the crashed truck by the entrance, and the main objective buildings. These items are salvage, and they're the hottest form of currency out here. Get as much as you can.

RUSH OR GET RICH?

If you're in a hurry, blow up the two main buildings and leave, but that's a waste of resources. Your brother has as many remote charges as you need, and you can return to him whenever you run out. Plus, the sledgehammer can destroy things quite well on its own.

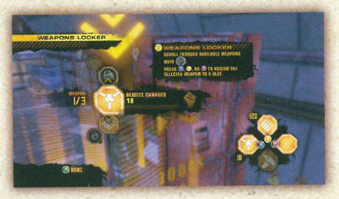
You can stay here as long as you want and destroy everything in sight. Being thorough lets you collect plenty of salvage.

Place remote charges on the main walls of the marked buildings; they're at the back of the compound. Don't stand too close to the charges when you set them off. It's faster and more fun to use a couple charges simultaneously on different parts of the building. In the future you learn how to deploy even more charges simultaneously. This helps with setting tandem explosions, ambushes, and simply making explosions that are awesome to behold. It's good to have priorities.

Return to the front of the area after you've demolished the main buildings. Daniel is getting uneasy. That airship is getting a little too close...

BACK IN BASE

Several major events take place, and you wind up back in a Red Faction base. These safe houses are found all over Mars. They're some of the few places where you can close your eyes, kick back, and forget about the EDF, but that's not all!



Safe houses also have supplies of weapons and ammunition. Look for weapons lockers in every safe house. You can trade your current loadout of weapons for a different selection and top off your ammunition.

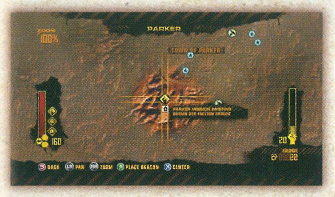
It's also fun to stop in and upgrade your gear. Every safe house has a location for this (directly on top of the safe house icon). Look on your minimap and proceed toward the white picture of a house.

The first mission probably gave you more than enough salvage to buy something already. Look at the bottom of the upgrade menu. The option "Salvage Collector" is there. This lets you pick up salvage while driving around. It's certainly useful, and the cost is trivial. Buy it now unless you have your heart set on something else.

THE GUERRILLA HANDBOOK AND YOUR STATISTICS

You've been given a Guerrilla Handbook by the Red Faction. Pause the game and read the entries in your Handbook. More will be added as you progress. It holds more information about weapons, mission types, the history of areas, and other important topics.

The pause menu also has a Statistics option. Look at this whenever you want to see how much destruction you've caused, how far you've made it in the world, and which achievements or trophies you've unlocked.



Look on your map. The yellow fist icons represent missions. The missions you run for Red Faction are a very big deal; each one causes a huge change in the war effort against the EDF. However, there are many other things you can do with your time. Each sector only has a few central missions. To get more salvage and help the people of each area, you can also destroy EDF targets, run guerrilla actions, collect special items, or even play a few diversions.

While looking at your map, notice that the bar on the left shows the EDF level at 160. That means that EDF's control of the region is high right now. Near that bar is a yellow fist with two locked symbols beneath it. The yellow fist means you have one mission available, and the two locked symbols show that two more missions are available in this region (but you can't get to them yet).

WHERE TO FIND INFORMATION

This walkthrough runs through missions as soon as they become available in each region. Then, all the other activities you could do are discussed. Most players aren't going to rush straight into missions. In fact, you have an easier time playing through these events if you tackle the side content first. The division organizes the information so it's easier to find when you want it!

BETTER RED THAN DEAD

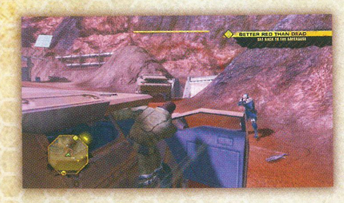
Difficulty	Location	Objective	Completion Bonus
	Starts at the safe house in Parker	Destroy the old base in northern Parker	+50 Salvage

The old Red Faction base in Parker isn't safe anymore. The EDF knows too much about it, and it's long past time to clear it out. Red Faction members have already done this, but there wasn't time to trash everything before they ditched. It's hard to say how much incriminating evidence has been left behind. That's where you come in. Hugo wants you to go up there and bring the building to the ground. That should remove any chance of the EDF getting useful information out of the old base.

Take a vehicle from the southern safe house and drive north to the base. The location is marked on your minimap, but you should go into the main map and check your route there as well. When you arrive, destroy the main building with remote charges and your sledgehammer, taking special note of the hydrogen and propane tanks and using them to your advantage. There is an ammunition cache nearby; snag a few extra charges as needed. These won't be necessary if you spread the charges around the base. Instead of tossing a few to the space spot, coat the walls and ceilings with charges. Back away and blow up a couple at a time. It's a simple task, as long as nobody realizes what you're doing.

BETTER RED THAN DEAD
DESTROY THE ABANDONED BASE

The bad news is that the EDF has been watching the base, hoping for someone to come back. As soon as your bombing starts, the friendly lads from Earth show up. Hurry to finish your demolition work, and pick up any salvage that's lying in plain sight.



There aren't many vehicles in the area, but a platoon of troops is here. Don't get into a prolonged firefight; that isn't what Red Faction is made to do. Kill anyone who gets in your way, but remember that each dead soldier is going to be replaced within moments. You aren't going to defeat the entire EDF in a battle like this!

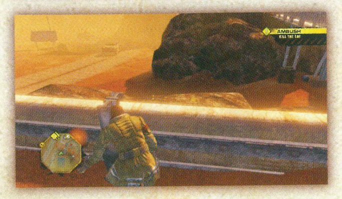
Retreat as soon as the building falls. Grab your old vehicle or ditch it entirely and sprint back to the southern safe house. If you're intercepted, crouch, kill any attackers when they get out of their vehicles, and then drive back with their transport! Finishing this mission unlocks a new mission in eastern Parker.

AMBUSH

Difficulty	Location	Objective	Completion Bonus
	Eastern Parker	Get to Sam and help her!	+50 Salvage

AMBUSH
PROTECT SAM FROM THE EDF

Sam is south of your location; she's trying to meet with an EDF defector, but something smells fishy about the deal. Get into a vehicle (there are usually a couple nearby) and drive toward Sam's position on the map. She calls for help after only a few moments. Sure enough, the whole thing is a setup.



There are EDF troops all over the place. Drive through the walls that barricade the area. This keeps you out of enemy fire during the approach and gives you the chance to run over a few soldiers on the way! Get out of the vehicle when you're near Sam's position and kill any surviving EDF forces. Use the building for cover; it's always better to fight one or two soldiers at a time rather than expose yourself to entire squads of enemies at once.

Take a breather when the first group of enemies dies. Don't be complacent. Sam thinks that another convoy of troops is inbound. Follow her to an elevated position and watch your minimap. A red trail appears to let you know the EDF convoy's route. Want to ambush them as payback? Of course you do.

AMBUSH
KILL THE EDF

AMBUSH
KILL THE EDF

Advance to the footbridge that's marked by several yellow arrows. Deploy remote charges underneath that bridge. The two approaching enemy vehicles pass right over that point, and the explosions can take out at least one of the vehicles without any fuss.

Kill any stragglers by raining charges down on them and detonating the explosives as soon as possible as the other rebels mop up the leftovers. You're ready to go! Loot the area for salvage. EDF vehicles are made of high-quality metals and plastics; even their remnants are worth quite a bit.

THE FINAL MISSION

You can't unlock the final story mission in Parker until EDF control drops to zero. It's time to destroy EDF property and engage in additional guerrilla actions.

START YOUR ENGINES

Difficulty	Location	Objective	Completion Bonus
	Eastern Parker, outside of town	Distract the EDF by destroying their sensors	+50 Salvage, Unlocks Dust Sector, Unlocks Rocket Launcher and Level 1 Armor

START YOUR ENGINES
DESTROY THE SENSORS

START YOUR ENGINES
DESTROY THE SENSORS

A driving mission is in your future. Red Faction's leadership wants to change locations now that Parker is settling down. They'd rather fight than rest on their laurels. Fair enough! But they can't rent a Salvage-Hauler and do it on a lazy Sunday. No, this is a more serious proposition. The EDF would love to catch a bunch of Red Faction's highest operatives out in the open.

However, you're going to prevent them from doing just that. Distract the EDF by taking the armored vehicle you're provided and driving it out of Parker Town, heading east. There are 12 advanced sensors deployed in the region. Smash the truck through each of them. You should have a swarm of troops on your back the entire way, but that was the plan, right?

START YOUR ENGINES
3 OF 12 SENSORS DESTROYED
MASON

Your first target its right below the hill just before you begin your ascent into the mountains. Take it down and then deal with the route that leads to the next set of Sensor Towers. Break left after the fifth goes down and head into the desert. Destroy the Tower on the hill, then follow the route into the mountains.

The roughest stretch comes when you leap from north to south to get the last few Towers. It's possible to avoid the jump and take the long route, but you lose time, and it isn't nearly as much fun. Plus, the enemies are going to keep shooting at you the whole way, so that plan still isn't as safe as it sounds.

EDF gunfire isn't the greatest threat during this mission. Your truck takes damage, a fair bit of it in fact. However, your real danger is getting flipped over. Mason won't live for more than a few minutes if he has to leave his vehicle and steal a new one. It *can* be done. It has been done. But it's challenging and risky.

You're better off keeping your original vehicle for the entire run. Getting flipped would end that quickly, so drive with some care. Be especially wary when other vehicles are coming from your sides in a ramming offensive. Steer into them to reduce the chance that they'll toss you around.

Jumps also cause flips. Stay at a moderate, steady speed and don't take jumps at weird angles. Straight on is the best way to go. Follow these suggestions and you'll be drinking lemonade at a Dust safe house in no time.

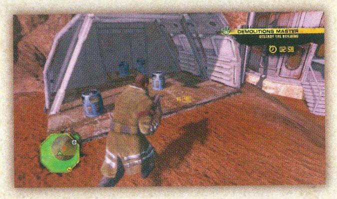
START YOUR ENGINES
5 OF 12 SENSORS DESTROYED
MASON

GUERRILLA ACTIONS

DEMOLITIONS MASTER #1

Location	Goal	Tools	Reward
Parker, Map Point 5	Destroy one building in under 3:00	64 Pistol Rounds, 13 Hydrogen Tanks	+25 Salvage

There are 13 Hydrogen Tanks in a shed to the left of your target building. The 3:00 time limit is a joke when you know what you're doing, and it only takes a few tries to get the Pro reward for this run.



The key is to ignore most of the Hydrogen Tanks. You don't need to use many at all. Five Tanks is a good goal. Sprint to the shed, pick up a Hydrogen Tank, and then sprint toward the building. Place two Tanks outside: one to the left and another to the right of the entrance by several feet. Next, go back in and get three more Tanks to put inside the structure: back left, back right, and one near the entrance.

Sprint back up the hill, turn, and aim the pistol at the visible Tanks. Shoot them, then hit any of the tanks that don't destroy themselves from the resulting explosion. Safe, easy, and fun. It's almost free money!

DEMOLITIONS MASTER
DESTROY THE BUILDING

REPEATED ATTEMPTS AT THE PRIZE

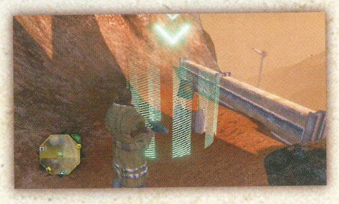
Though you can improve your time as much as you like, Demolitions Masters events only give you salvage the first time you beat the minimum goal and the first time you beat the Pro goal.

DEMOLITIONS MASTER #2

Location	Goal	Tools	Reward
Parker, Map Point 10	Destroy 5 Comm Towers in under 55 seconds	Turret	+25 Salvage

This Demolitions action is much harder to perfect. You have to hit five Comm Towers (twice each if aiming at their bases, only once if you aim slightly above that) with a turret. Completing this in less than 55 seconds is a breeze. Doing it under 16 seconds, however, is a serious task.

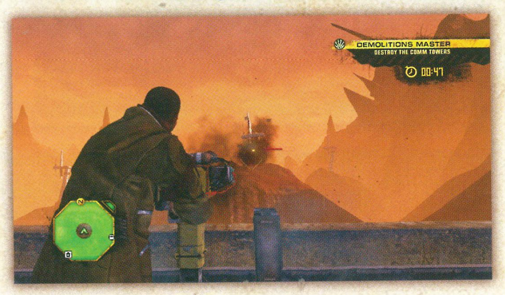
It helps to know that you only need two hits per tower. It seems like more than that at first, but trust us when we say that two is enough. Hit the base of the tower and carefully fire a second shot before moving on. Don't wait to see the tower blow up.



If you miss the second shot because you got jittery, then the Pro time is out of reach anyway. Believe in yourself.

Don't aim too quickly. That's the most common reason most people take too long. They aim quickly, miss a few times, and correct as they go. Aim methodically for the base of each Comm Tower. Find your target, fire once, fire twice, and then slide to another target.

Another trick is to sprint to the turret at the beginning of the challenge. This saves half a second (maybe even a whole second). That sounds trivial, but ending with a 17-second run is frustrating.



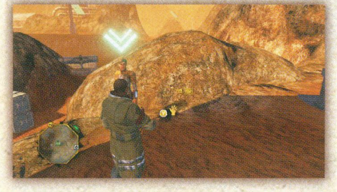
HOUSE ARREST #1

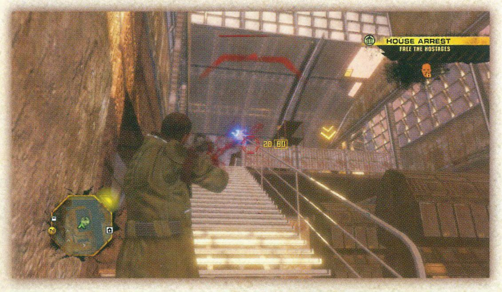
Location	Goal	Reward
Western Parker, Map Point 3	Rescue a captured colonist	+25 Control & +15 Morale

Talk to the contact at Map Point 3 to find the location of a hostage. The captive is being held to the northeast. Drive up the switchbacks in that area and take out either your sledgehammer or your rifle.

Approach the marked building nonchalantly. The EDF soldiers won't attack you immediately. They only respond aggressively if you attack them or get too close to the building. Line up a deadly attack against one of the soldiers to initiate the skirmish.

Slip inside and run up the stairs. There are more guards up top, but that is where the hostage is being held. Kill the guards in the immediate area before freeing the captive. Now you must return to your safe house alive and with your new friend still breathing as well. Wait at the top of the steps until you are fully healed, then start back down. More soldiers are arriving, as usual, so time is a factor once you start moving again.





NOT EVERYONE IS CRAZY LIKE YOU

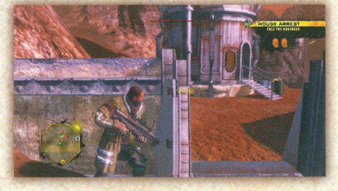
When escorting hostages, be cautious of jumping off ledges. Normal people use doors and stairs—you know, "civilized" methods of getting around. If you take an odd path, there is a chance that your charge may use a safer route to follow. That sounds good, in theory, but if they're ambushed along the way they might be killed before you can respond to protect them and draw away any fire. It's safer to stick near your escort. That way you can kill anyone who looks at them the wrong way.

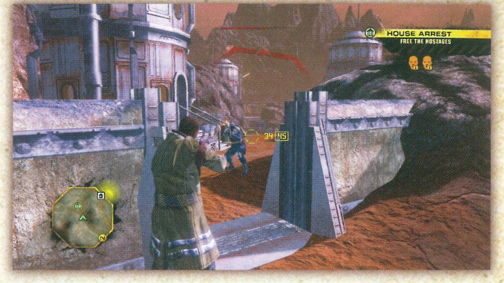
Hurry to your vehicle outside and get in. Wait for the freed captive to climb in as well before you head off. Drive back to base and drop off your buddy. These guerrilla actions are fast, and they have a huge impact on Morale and Control.

HOUSE ARREST #2

Location	Goal	Reward
Western Parker, Map Point 6	Rescue two captured colonists	+25 Control & +20 Morale

The contact at Map Point 6 is somewhat hard to find. You can see him easily enough, but he's rather high up. Instead of approaching the person directly, jump up the western hill and use the bridge there to cross the street.





Talk to your contact and find the position of the hostages. They're in eastern Parker, and both are held by the EDF. Bring a larger vehicle with enough room to transport both prisoners. Drive along the eastern road and attack the EDF once they realize what you are doing.

The captives are in a tower. One of them is easy to reach on the first floor. Leave them for now, then look on the side of the building. Climb the ladder there and free the second captive. Now get the first hostage, return to your vehicle, and drive home.

ISN'T THE EDF GREAT?

Well, no. They really aren't, but their vehicles are rather nice. The larger military transports are good when you're carting important people around. Heavy construction vehicles are good as well in that they can hold a fair number of people.

Don't show up to this action with tiny, fast vehicles. They are peppy and fun to drive, but they leave you holding the bag when it's time to take the captives back to base.

EDF ASSAULT #1

Location	Goal	Reward
Parker, Map Point 4	Help guerrillas defend against an EDF attack	+30 Control & +15 Morale

This action won't appear automatically. However, at some point during your campaign in Parker it becomes available. Lower the EDF's Control of Parker while you're waiting.

Respond to a radio call asking for help in western Parker. Enemy soldiers in armored transports are rolling into the region, and they'll make several concerted attacks before they give up on their mission.

You don't have to hurry to get to the area; the fighting starts after you arrive. Climb the hill and either join the defenders or stand off to the side, hiding. Use remote charges on the enemy transports as they arrive. This reduces enemy numbers and aids in killing the gunners that remain hunkered down inside the transports.

Always go for the gunners first, whether you're taking out the whole vehicle or just sniping. Those guys can lay down enough fire to kill your allies quickly. Rearm yourself at the weapon cache at the top of the hill. You can do this during the fight or afterward.

EDF ASSAULT #2

Location	Goal	Reward
Parker, Map Point 8	Help guerrillas defend against an EDF attack	+30 Control & +15 Morale

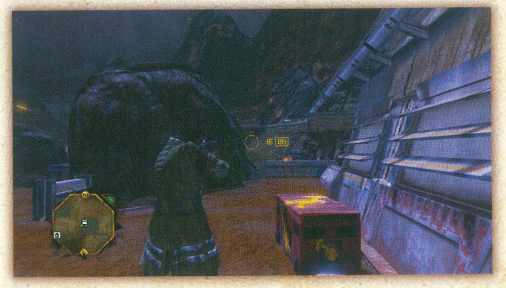
This action won't appear automatically, but becomes available during the Parker campaign. Work on lowering the EDF's Control of Parker while you're waiting.

A message on the radio indicates when the action is ready. This isn't a guerrilla action where you go to an area and talk with someone to start things. The action begins as soon as you come close to Map Point 8, so be prepared with ammunition and explosives.

THIEVES WILL BE SHOT ON SIGHT

This is a defensive scenario. Red Faction members are protecting a small building close to the center of the area. A few waves of EDF soldiers arrive to attack them and your duty is to look for pockets of enemy advance and wipe them out.

The safe way to do this is to stay at long-range and use your rifle to kill enemies. Collect ammunition from the corpses after you defeat each group. However, that isn't as much fun as another optional method. Instead, rush toward enemies that are taking cover and use remote charges on their cover (or on them directly). This *really* helps to end the fight quickly.



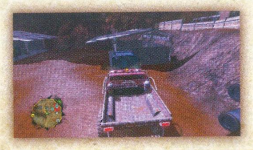
Look for the ammo crate by the central building if you need more munitions. Soon enough the fighting ends. With your side victorious it's time to celebrate, loot, and look for your next fight.

DESTRUCTIBLE TARGETS

Parker is a small sector, and there aren't too many targets of medium or high importance. You couldn't ask for a better place to practice and master sabotage.

EDF ORE PROCESSING PLANT

Location	Importance	Protection
Northeastern Parker, Map Point 11	High	Moderate



The only target of immense value to the EDF is on the northeastern side. The Processing Plant has secondary targets nearby, and you can make your approach without drawing too much attention. There is a main road nearby by which you should enter the complex.

Bring the largest vehicle you can find. This allows you to start off the attack at high speed, and many of the buildings can be damaged or outright destroyed by ramming into them.

Getting from the entry area to the hill above, where the plant is situated, is the trickiest part of this assault. There are concrete barricades just up the hill, and they won't budge unless you get some serious speed. Don't be afraid to repeatedly ram the barricades to break through.

Proceed on foot once your vehicle starts smoking. Position the vehicle so that its final explosion destroys the buildings in the process. Switch to remote charges and start bombing away. There is an ammo cache on the back side of the Processing Plant, in case you need more things that go *boom*.

Getting away from the EDF is substantially harder than finding them in the first place. You should have a red alert going by the time your attack ends. Expect to see soldiers pouring into the area and realize that fighting them all is not a viable option.

Use cover to avoid the heaviest fighting and jump back down the hill. Those soldiers don't come out of thin air; many drive to the Processing Plant. Their vacated vehicles provide several options from which to choose. Steal one and return to the safe house in the south.

SALVAGE BOOST

There are 10 EDF supply crates near the Processing Plant. Try to break all of them for a huge boost to your salvage.

LESSER TARGETS

You can completely negate EDF Control without even touching the other targets in the region. However, some people enjoy sowing chaos. The area west of Map Point 6 has several major targets. There are also Supply Crates all over that region. This is a good place to hit if you want action and some money.

COLLECTIBLES

There are collectible items spread throughout Mars, and there are so many that it's not worth going through each one—especially when you have maps that shows where all of them are! These are invaluable tools for the collectors out there. That said, even people who aren't obsessed with finding every nook and cranny should pay attention to certain locations. Sometimes a place is so flush with salvage and goodies that you'd be crazy not to go there. Take advantage of the three Blast from the Past locations in the Parker sector. Grab them to get your first M.O.A.B.

Parker has a few such locations. Starting near home, look at Map Point 12, east of the safe house. There are so many veins of ore out there that you can strike it rich. Consider waiting until you've run a few guerrilla actions before going there. An early upgrade (Ore Additive) adds 20% to the amount of salvage you get from mining ore.

Money seekers should also drive along the northern road to hit the Processing Plant (which has large buildings, many vehicles, and 10 EDF supply crates). There are five ore nodes a tad west of there, so the northern strip is full of treasure.

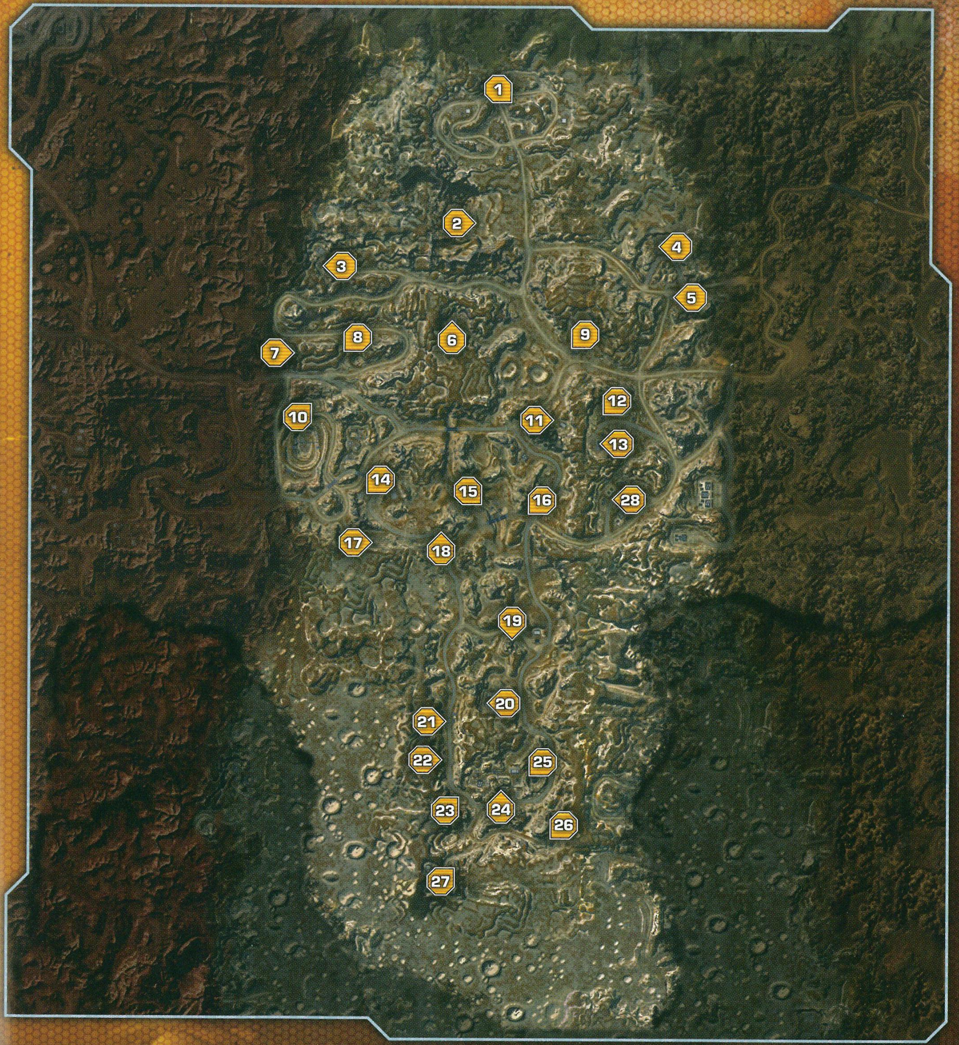
It's easy to forget about eastern Parker. There's almost nothing there. Few people venture out that way until it's time to move to Dust, but take a better look at the map. There are three EDF supply crates and 11 ore nodes out there, and it takes only a minute or two to plunder them. That's more money than you'd get in a full mission, and there's almost no risk.

DUST

A DREAM GIVEN FORM

Dust is located east of Parker. This territory has been settled for a considerable period, and it's much more built up than Parker. There are more EDF installations, so the threat level is much higher during your attacks. However, there are also many more people who might join the cause here. It's essential to win their support.

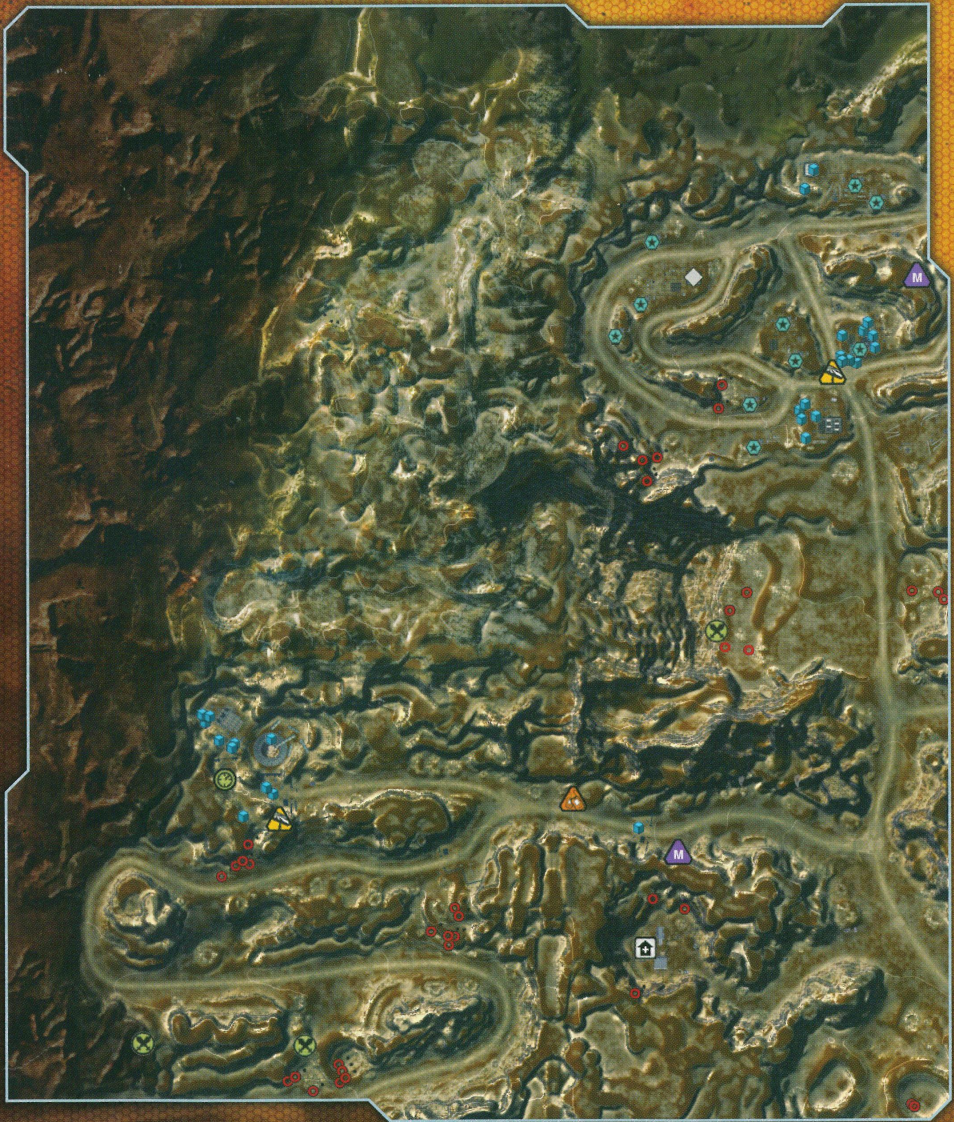
Look to the north and the south. Dust is a large sector. Despite the EDF's intentions, they can't be everywhere at once. Strike where they are weak, and retreat to either of the safe houses in the region. Don't fight when the tiger is staring you in the face. Ravage it when its gaze is elsewhere.



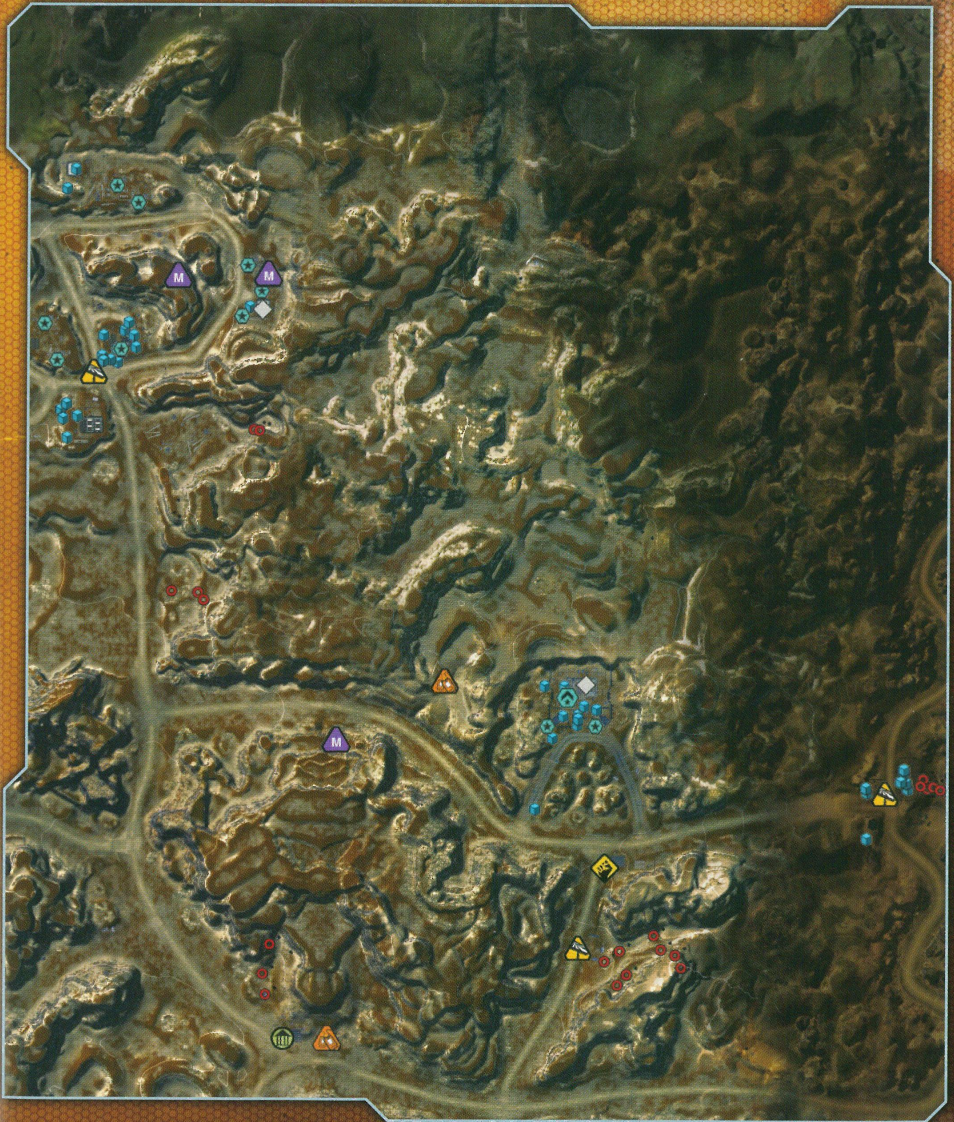
MAP LEGEND

1	Wind Farm Region	11	Demolitions Master #2	20	EDF Assault #2
2	Guerrilla Raid #1	12	Transporter #1	21	Heavy Metal #2
3	Transporter #4	13	EDF Executive Housing (High Importance)	22	House Arrest #3
4	Dust Town Hall (High Importance)	14	Story Mission (Rallying Point)	23	Story Mission (Industrial Revolution)
5	Story Mission (Ultor Echo)	15	Heavy Metal #1	24	Southern Military Base
6	Central Safe House	16	Story Mission (Ashes to Ashes) and Guerrilla Raid #2	25	Transporter #2
7	Guerrilla Raid #3	17	House Arrest #4	26	Southern Safe House
8	Guerrilla Raid #4	18	Collateral Damage #2	27	Demolitions Master #1
9	House Arrest #1	19	Transporter #3 and Collateral Damage #1	28	House Arrest #2
10	House Arrest #5				

NORTH WEST



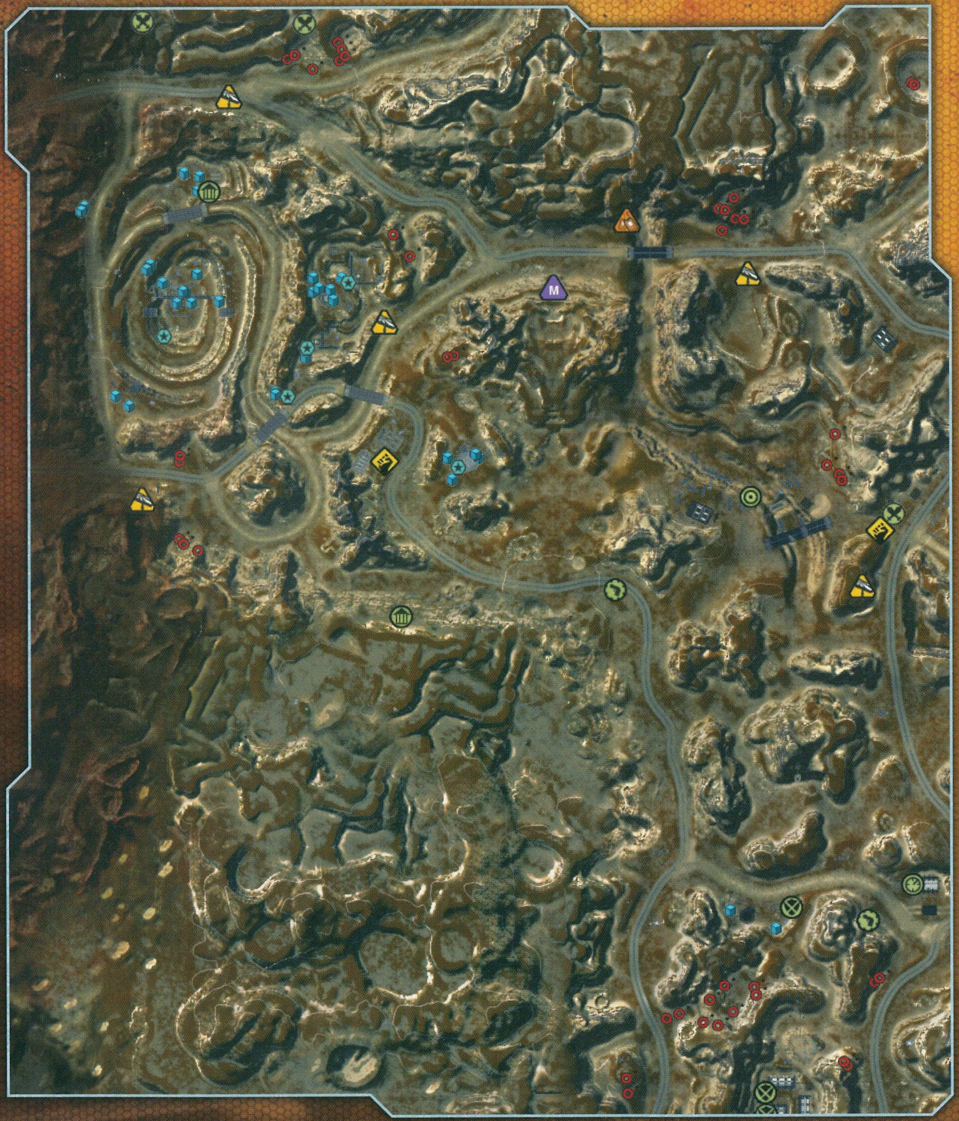
NORTH EAST



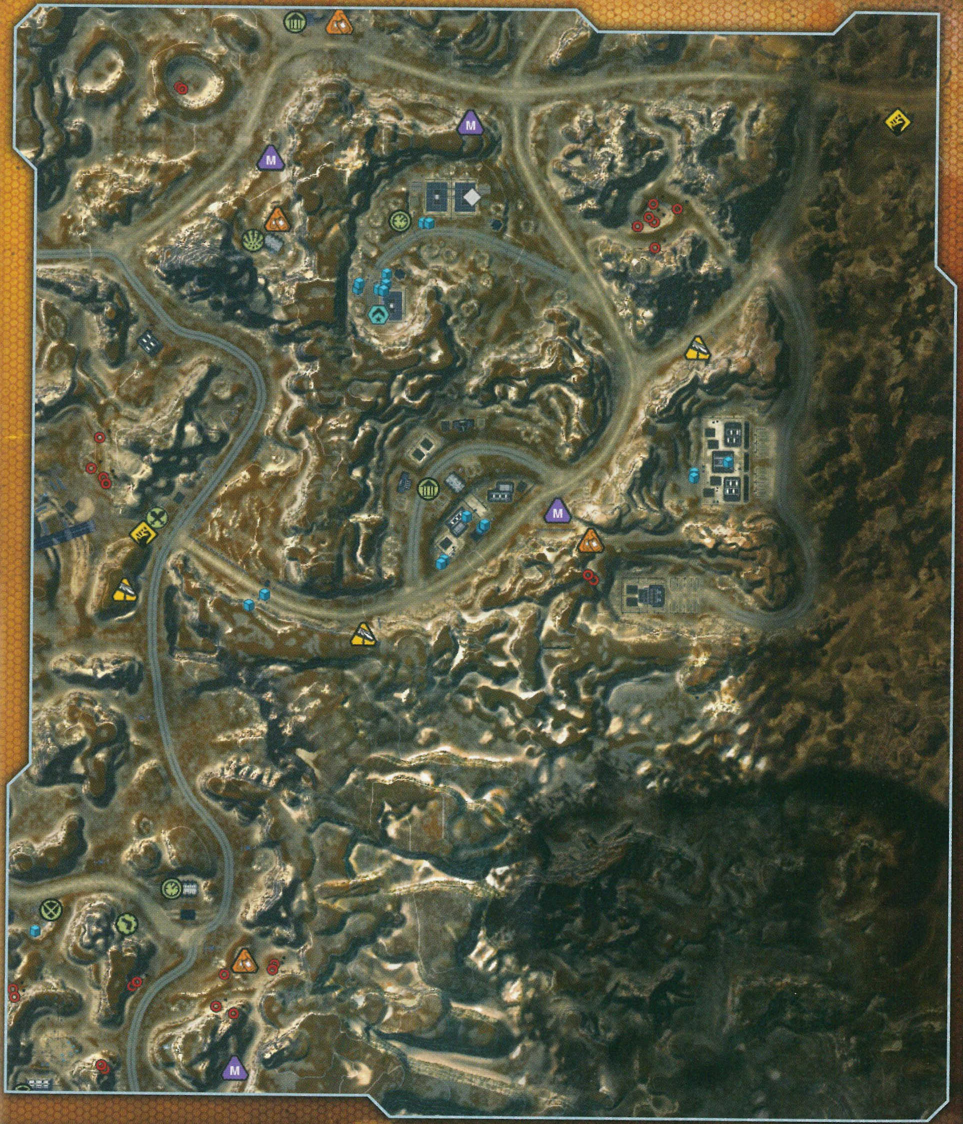
MAP LEGEND

- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

MID WEST



MID EAST



MAP LEGEND

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- EDF Assault
- Transporter
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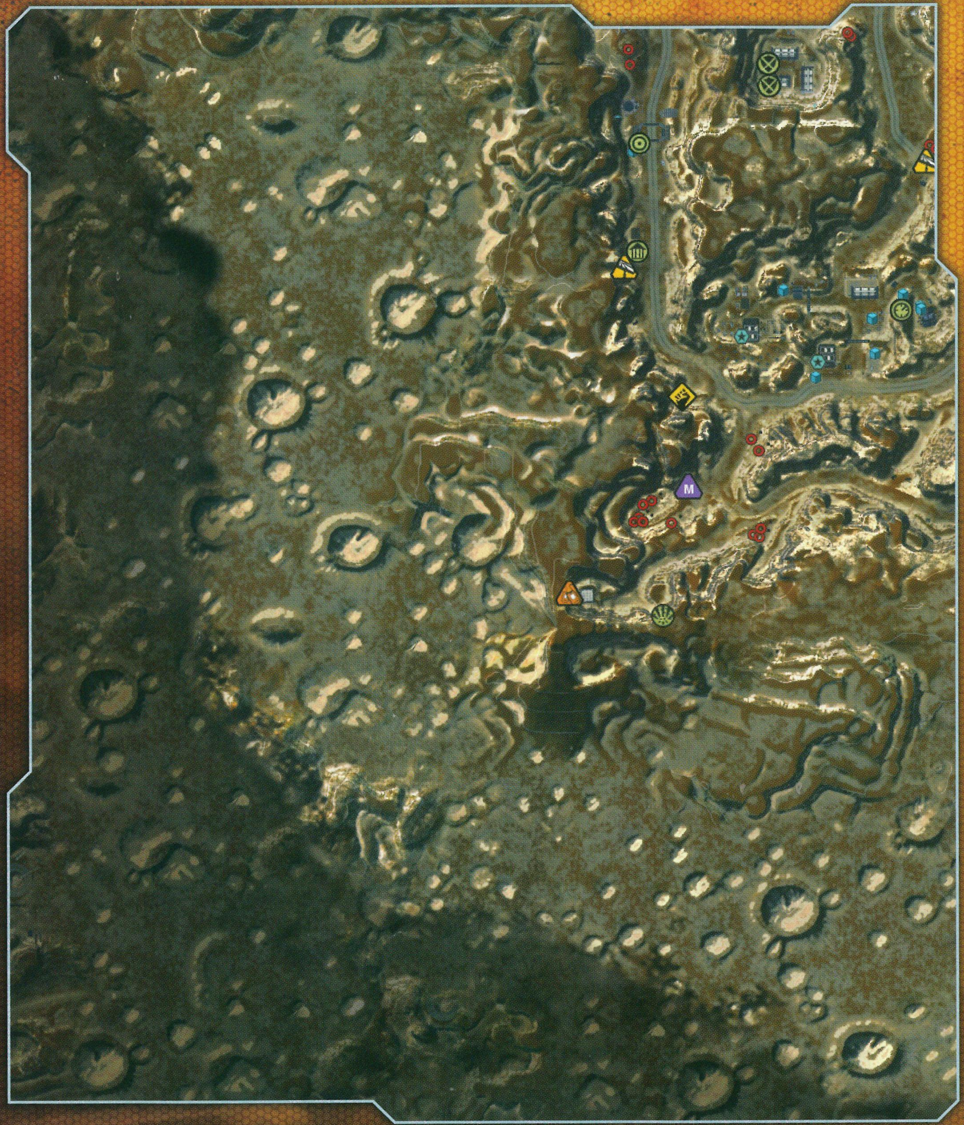
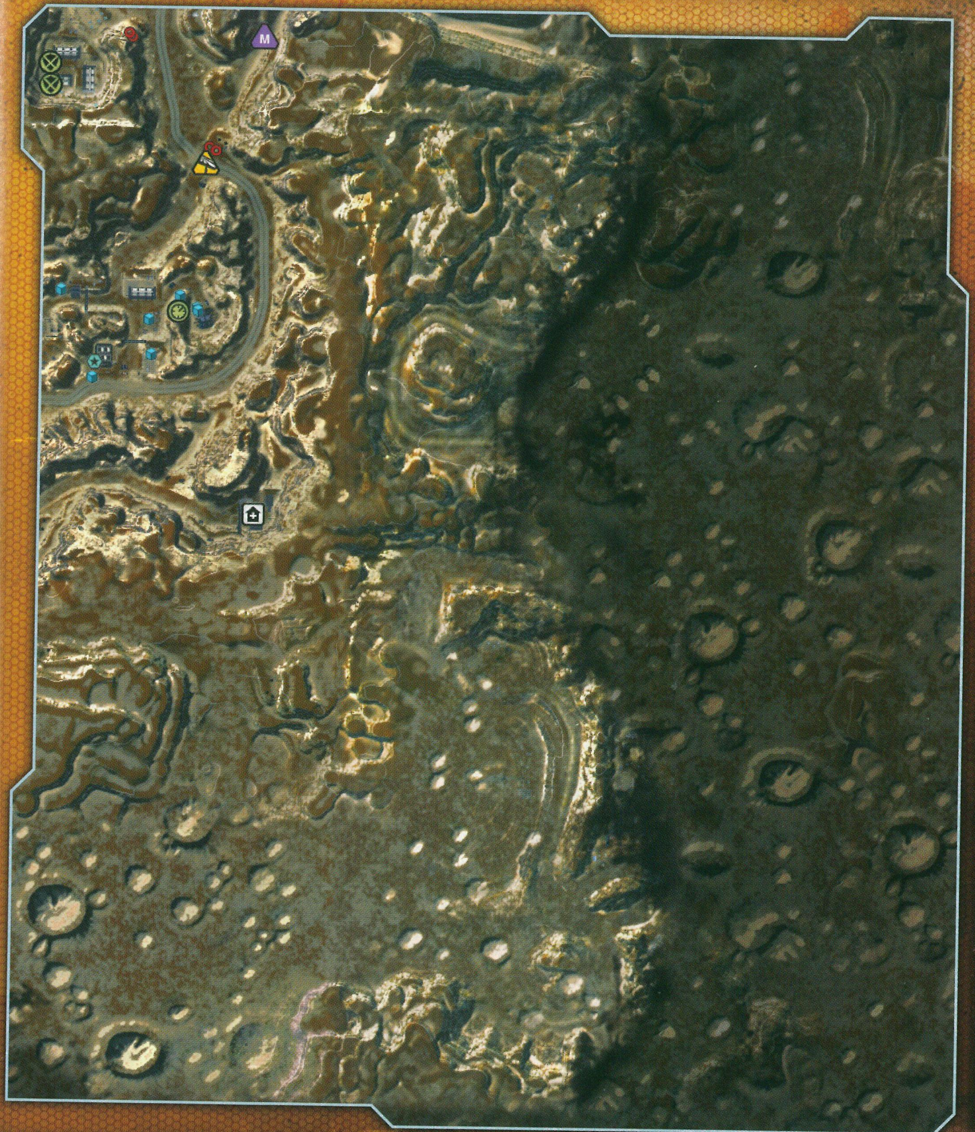
- Blast From The Past
- M M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

SOUTH WEST



SOUTH EAST



MAP LEGEND

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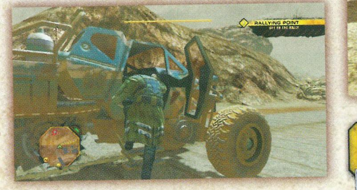
STORY MISSIONS

RALLYING POINT

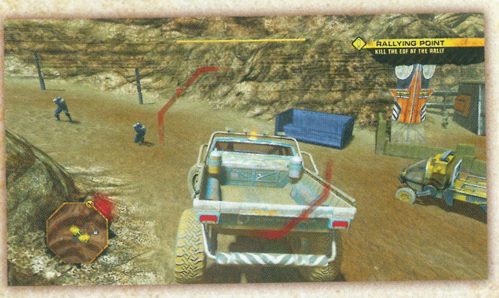
Difficulty	Location	Objective	Completion Bonus
	Western Dust, Map Point 14	Protect a rally from a cruel EDF Captain	+75 Salvage

A miner's rally is taking place. That's a good sign; it's important for the people to peacefully show their strength. However, Captain Gunnarsen of the EDF has been put in charge of "stopping" the rally. This officer has a reputation that precedes him, and it's not a good one. He's butchered innocent people before, and Hugo thinks that he'll do it again.

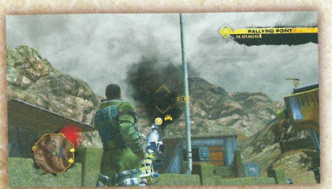


Drive to the rally.

The attack starts as you arrive. There are several soldiers coming toward the group. Luckily, a number of the workers brought assault rifles, in case there were problems of this sort. They're fighting back, and that gives you plenty of time to help out. Run over the first soldiers you see, get out, and gun down the survivors.

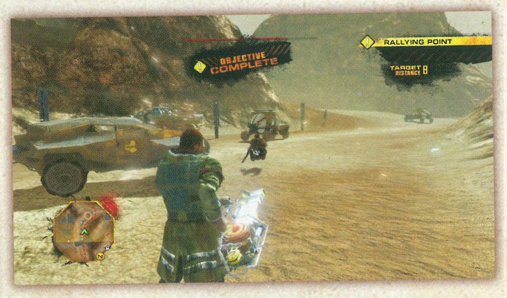


Hugo has more orders. Captain Gunnarsen is using the quarry's PA system to bring more workers into the area. Don't let him trick them! Use rockets or charges to destroy the nearest PA system, then get in your vehicle. Drive around the quarry and bring down the other PAs as well. It won't take too long unless you try to do it all on foot.



If your aim is good you should shoot the PAs from across the quarry; that makes this a very short attack.

Gunnarsen is a coward; once he sees that his forces are collapsing he'll try to flee to safety. Head him off with a vehicle of your own and smash into his a couple of times. Once he stops, get out and kill Gunnarsen. It has to be done! The workers are now safe. Congratulations, Mason.

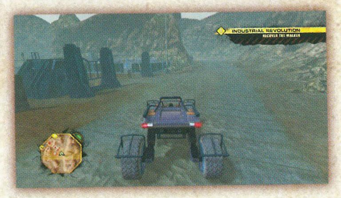


INDUSTRIAL REVOLUTION

Difficulty	Location	Objective	Completion Bonus
	Southern Dust, Map Point 23	Steal a Walker!	+75 Salvage

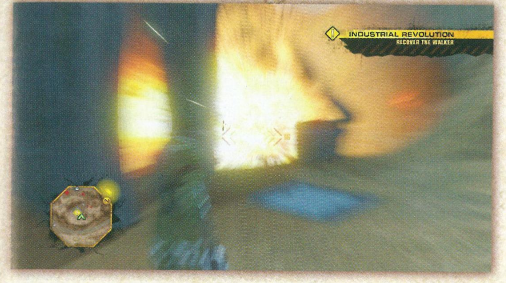
Miners in Dust don't even get to use their own tools and machines now that the EDF is clamping down. Walkers are used in a variety of industrial tasks; they're essential to many things that the workers do. What's more, they make it safe for miners to go about their jobs.

But the EDF has determined that Walkers are also a threat to the military, so they've confiscated all of them. Your mission is to steal a Heavy Walker and deliver it to the miners. Your contact is a man named Kepler, and he's crazy enough to help you pull the whole thing off.



The nearest Walker is in a hangar deep in the southern EDF base. Drive through the front gates in a fast and maneuverable vehicle. Avoid getting caught on walls and refrain from engaging in battle. Rush to the back right side of the base.

Blast through the side wall of the blue hangar and get into the Walker; you are much safer inside the machine. Few things can tangle with a Heavy Walker!

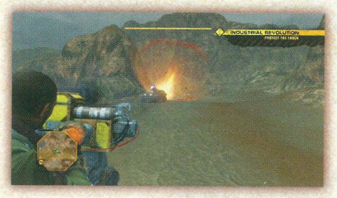


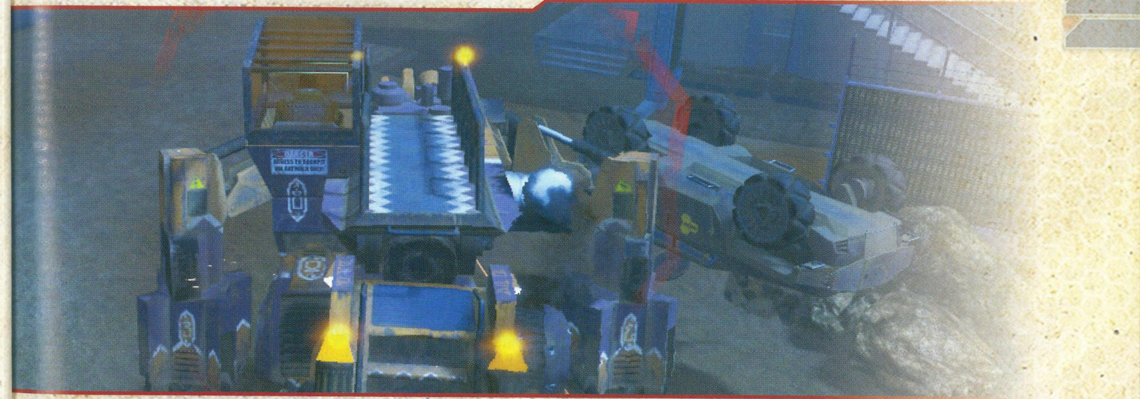
Bust your way back out of the base, moving southwest. Use the machine's sweeping attacks to brush enemies or vehicles out of your way. The overhead attacks do more damage, but it takes longer to complete these maneuvers (and time is your enemy). More and more reinforcements arrive by the minute.

A ramp along the southwest side provides access to the street above. Kepler has the truck waiting for you. Approach it and load the Walker. Kepler drives away and you hop into the back of the vehicle, where the turret is located.

Start shooting immediately. EDF military is on the warpath, and dozens of vehicles are in pursuit. Protect the rear and flanks of the truck by putting a couple of rockets into each target. Single shots throw off the aim of the enemy transports, but they keep coming; they require more punishment before they inevitably explode from your onslaught.

Soldiers on the ground are less of a threat. They're not usually worth shooting, but if there isn't anyone on your tail you might as well take the opportunity to kill them. A bridge at the end of your route is rigged to blow. Shoot it as soon as you're across; this isn't necessary, but it's fun to do anyway. The truck pulls to a stop afterward and Kepler heads off with his new toy.

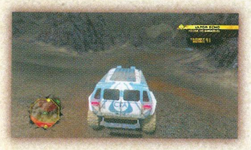




ULTOR ECHO

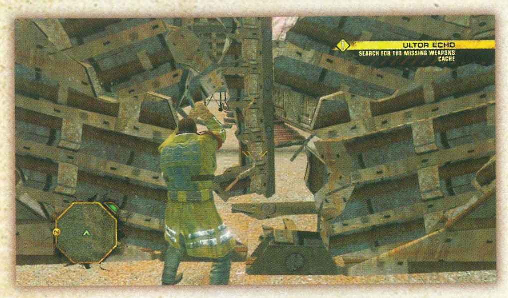
Difficulty	Location	Objective	Completion Bonus
	Northeastern Dust, Map Point 5	Retrieve a special item from a marauder supply cache	+75 Salvage

A group of marauders stole weapons recently, and Hugo wants you to find out where they've taken the equipment. One of the marauders is close by, and you can track them into the Badlands with any reasonably fast and maneuverable vehicle. Don't take anything too large or too slow and it'll be fine.



Follow the waypoints until you see the marauder, then slow down. If you get too close, your target will see you and freak out—you don't want that. Stay at medium range, about 100 meters or so. The minimap provides a very good visual system for judging if you're too close or too far away, so navigate by sensors instead of by feel. Be especially careful when the marauder is slowing down for turns.

There is a base deep in the Badlands. Follow the marauder to this location, even when you see signs of strange technology. Leave your transport parked in front of the base and proceed the rest of the way on foot.



ULTOR ECHO
GET THE ARTIFACT TO SAM

The base is a former Ultor mining facility. It's trashed, but the marauders seem happy enough to use it. That being said, there's no one around at the moment. Climb the northeastern side of the area to get to the damaged second floor, then wind your way up toward the top. Are you hearing voices? It's pretty strange in there.

Use your sledgehammer to break through the closed door at the top of the building. There is a path behind it leading toward an even larger set of blast doors. Destroy them as well.

It's not much farther to a room with some type of generator or something of that sort. A device in the lower part of the room is glowing yellow. It has to be important. Take the device and start evacuating the building. EDF soldiers are arriving, and the marauders are coming out to fight them. It's going to be dangerous and chaotic out there, and you'd better escape before one side wins and turns their attention to you!

Use the assault rifle or the grinder to get through the small patrols of EDF soldiers that are already inside the base. If you're out of ammo for a good anti-personnel weapon, use charges to ambush the early soldiers and then steal their assault rifles. Flee from the building and ignore the fighting on the way out. Steal a marauder vehicle and drive west to meet up with Sam. Show Sam the Nano Forge to finish the mission.

IGNORE FIGHTING? BAH!

Don't run away from the fight between the marauders and the soldiers if you aren't scared of dying and would like to wrack up a record Killing Spree. Using explosive weaponry, such as the rocket launcher, you can easily take out 15 people with a few attacks.

ASHES TO ASHES

Difficulty	Location	Objective	Completion Bonus
	Central Dust, Map Point 16	Save critical equipment and personnel from Dust	+75 Salvage

Success often carries a price, and Dust is about to get a taste of victory. The EDF is pulling out which is a good thing, but they're going to shell the life out of the sector in the process. A number of people are going to die. You can't stop all of that, but you can mitigate the damage.

Hurry toward the first waypoint. Artillery shells are landing everywhere, but you've led a charmed life so far and hopefully nothing will drop on your head. There are five important targets in the first area. Go into the houses after them. The Medical Supplies are in the north, and four people are spread all over the place. Save everyone!

SLOW BUT SURE WINS THE RACE

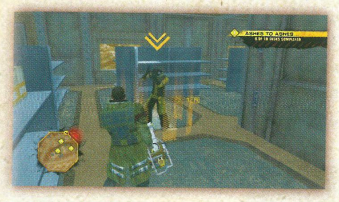
It seems sensible to race into the buildings, blast through the walls, and get your tasks done immediately. However, rushing ahead has a severe cost in this mission. If you break a wall and hit a computer or person that is essential to the mission, the game ends.

There isn't a ticking clock here. It *feels* like there is, but you can take your time and relax. Escort people out of the buildings to ensure that nothing happens to them. Walk through the front doors. Don't blast buildings or crash your vehicles into them. Caution has its own rewards and they're worth it.

There aren't many enemies in the first mission area. Save the five targets and drive north to acquire two more objectives. Marauders start appearing and they're taking full advantage of the chaos. Kill them without mercy. These are foul people, every bit as bad as the EDF. They're slaughtering everything in their path, so treat them as targets of opportunity.

ASHES TO ASHES...
RF COMMANDER

There are two people up north who need to be rescued. One is on the upper floor of the western building; the other is on the ground floor of the eastern building. As before, it's best to walk these people out. Artillery shells fall close to your position, but they always miss. If you go too far away from the freed people before they're "safe" you run a risk, albeit a low one, of getting them killed.



More marauders appear and now they're in greater numbers. Stay near the building to avoid being caught in the open. Snipe the marauders in approaching vehicles, then steal the closest transport. Drive southeast immediately!

The final three objectives are tricky. There are more marauders, and they're extremely determined to find you. Stay inside as much as possible. Your objectives involve either the file cabinet or the computer terminals. They're vulnerable to any damage, so keep the fighting away from the computers.

ASHES TO ASHES...
5 OF 10 TASKS COMPLETED

ASHES TO ASHES...
ESCAPE THE BOMBING AREA

The middle objective is the only difficult one to find. Take the stairs up to the second floor and then take the set of stairs on the western side of the building. The other objectives are on the first floors of their respective buildings. After completing the 10 tasks, steal another vehicle and return to base. Don't fight any more marauders than necessary!

GUERRILLA ACTIONS

CONVOY #1

Location	Goal	Reward
The roads of Dust	Destroy an EDF convoy	+35 Control & +10 Morale

This action pops up periodically on the radio. Press the indicated button to see the location and anticipated route of said convoy. You need to ambush and destroy this target! There are going to be military and construction vehicles in the convoy, so bring your heaviest explosives.

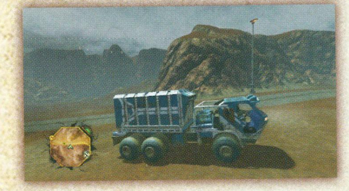
Commandeer a vehicle, preferably a larger one. Use it to block the road in front of the convoy, then start deploying remote charges in front of your vehicle. Use proximity mines as well, if you have them.

Don't set up your kill zone too far ahead of the convoy. You don't want any civilians to get hit by your weapons. Proximity Mines that are rigged to only explode on enemy targets are wonderful, but you have to purchase this upgrade.

Snap the trap shut when the convoy arrives. Destroy as many vehicles as possible in the initial burst of explosions, then hurry to take out any stragglers. The drivers in each vehicle try to get through the wreckage, but it takes considerable effort for them to get around the debris. That buys time to finish your work. Grab another vehicle and return to a safe house afterward. The EDF is inevitably livid with you, and staying out on the roads isn't good for your health.

CONVOY #2

Location	Goal	Reward
Southern Dust	Hijack EDF supplies	+40 Control & +10 Morale



This action is tough because you aren't supposed to destroy the whole convoy during this guerrilla action. The southern base sends out three vehicles, and you are supposed to grab the heavy transport. The rocket launcher really helps with this run because you can quickly target the lead and trailing vehicles while leaving your primary target mostly out of fire. If you don't have a rocket launcher yet, try remote charges on the lead vehicle, then proceed without killing the trailing one.

Switch to a more precise weapon immediately after killing the escorts. Using your rifle to gun down the turret gunner in the transport allows you to hijack the vehicle and drive it the heck out of there. The transport's health is indicated in the upper right of the screen and lets you know if you are dealing too much damage to it early in the fight. Return to a safe house as soon as possible. Go, go, go!

MORE CONVOYS

There continue to be more convoys in the region, but you've seen the dynamics of both encounter types (destroy the convoy/hijack a convoy vehicles). Use the same tactics if you want to repeat these guerrilla actions.

INTERCEPTION

Location	Goal	Reward
The roads of Dust	Steal data from a courier	+20 Control & +20 Morale

INTERCEPTION
FOLLOW THE COURIER TO HIS DESTINATION

This is another radio-based action. The EDF periodically sends important information by courier. The Red Faction informs you as soon as it detects one of these couriers. Press the indicated button to monitor the courier's progress.

Locate a fast vehicle as soon as possible and drive to the courier's current location. Do your best to kill him as quickly as possible. Failing that, follow the driver all the way to his destination. You don't have to ram him or hurt him; let him go at his own pace.

Don't fall too far behind. Whenever the distance between you and the courier is over 100 meters, a timer appears indicating that you have 10 seconds to get back into range or your guerrilla action will fail. This is possible even with some of the heavy trucks, but a nice zippy buggy or a similar choice would be great.

INTERCEPTION
FOLLOW THE COURIER TO HIS DESTINATION
23

Once the courier arrives at the EDF base, run him over (literally) and grab the briefcase that he dropped. You must retrieve this before getting out of there! Head back to open roads and find a safe house to lower the alert level to complete the action.

HOUSE ARREST #1

Location	Goal	Reward
Your contact is at Map Point 9	Save two hostages up by the Wind Farm	+25 Control & +20 Morale

Drive to your contact and assess the situation. There are two captives in the northern part of Dust, by the Wind Farms. That's heavy enemy territory, and it's far enough away from the safe house that you have to take the action seriously.

The building being used as an interrogation center is properly fortified. Smash through its outer walls with a heavy vehicle, or approach from the east and use your sledgehammer—a bit more subtle.

HOUSE ARREST
FREE

Both captives are in the same room and it's possible to see them through the window. Don't drive through their side of the building, and don't blow it up either. The rescue is tricky. Hurry the two captives out to your vehicle as soon as possible. An extended firefight is likely to get the hostages killed, and you might not make it out either.

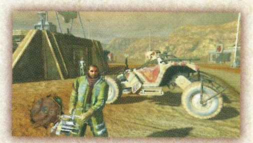
HOUSE ARREST

Use explosives to destroy, or at least damage, any military vehicles that arrive while you're waiting for the freed captives to get out of the building. Once you're all "safe" inside a transport, get out of there. Take the south road to your safe house, but divert the moment you see a blockade on the way ahead. Drive around EDF blockades like this if you enjoy your life! Once you've made it past that, you're home free.

HOUSE ARREST #2

Location	Goal	Reward
Map Point 28	Free two hostages in the military base nearby	+25 Control & +20 Morale

Get a vehicle that can carry three people and pop over the hills on the eastern side of the road. This saves you time and lets you approach the military area with some cover. You get to the building just as the alert level starts to rise. Another perk of this is that you avoid the line of sight for two turret gunners in the second floor of your target building!

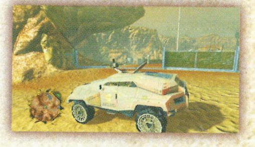


Both captives are in the same room on the upper floor of the building. Climb the stairs and take out the turret gunners and the soldiers inside. If you destroyed the staircase during your assault, use a vehicle to provide access to the upper level. Free the hostages and leave with all due haste. During the escape, go back over the mountains to your west (the same way you came in). The EDF won't be able to follow in time to stop you from making it home.

HOUSE ARREST
TAKE THE HOSTAGES TO A SAFEHOUSE
DUST

HOUSE ARREST #3

Location	Goal	Reward
Map Point 22	Free one hostage from the southern base	+25 Control & +15 Morale



This action becomes available after you finish the story mission "Industrial Revolution." Drive to southern Dust and talk to your contact. An important colonist was taken after your theft of the Walker. He's in the middle of the southern EDF base, and you have to break him out.

This isn't an easy rescue. You've dealt with the southern base before, and you know there are plenty of soldiers there. Beyond that, the hostage is inside a house with fuel barrels. One wrong shot and everything goes up—including the mission.

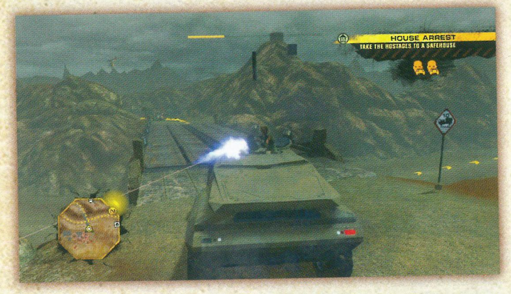
Ignore the route that the map provides. It's easier to go into the base via the western entrance. Drive carefully to avoid the dip, but you can make it to the target house in one-third the time! The soldiers won't freak out unless you run one over or initiate your attack.

HOUSE ARREST #4

Location	Goal	Reward
Map Point 17	Save two hostages, north of your contact	+25 Control & +20 Morale

The interrogation house isn't far from your contact's location. Drive there and look through the windows from medium- or long-range to see where at least one of the hostages is located. Blast through the far side of that room and save the first captive, then hurry into a side chamber to find the next one.

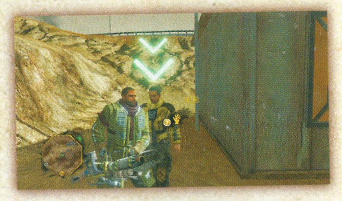
It's a somewhat longer drive to get back to your safe house. Don't drop off the first bridge to save time! This looks like a good idea, but your vehicle takes enough damage that you might lose it later on during the trip; switching vehicles is a royal pain when you're shepherding two other people. Avoid slowing down for long at any point. The EDF pursuers won't stop until you're well into your base.



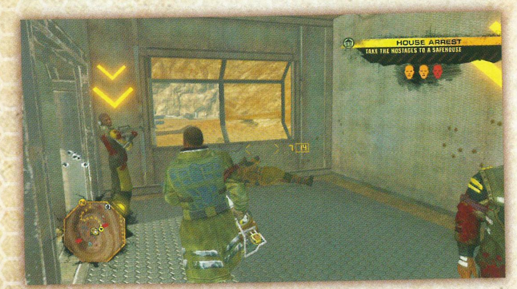
HOUSE ARREST #5

Location	Goal	Reward
Western Dust, Map Point 10	Save three hostages at the quarry	+25 Control & +25 Morale

Completing "Rallying Point" opens this action. Three people are being held in a tiny shack at the quarry. Getting to them is fast if you launch a vehicle down into the quarry area, but extraction is always the rub!



Don't damage the target building; it's too small and one of the hostages is likely to be killed in the ensuing demolition. Walk in on foot and save the three captives. Take any ammunition you need from the ammo crate inside, then fight your way toward freedom.

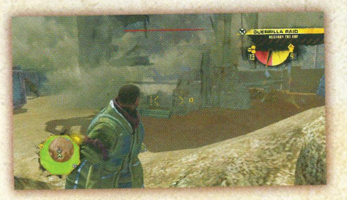


GUERRILLA RAID #1

Location	Goal	Reward
North of the safe house, Map Point 2	Destroy the EDF building in the northern Wind Farm	+30 Control & +10 Morale

Meet the two operatives at Map Point 2 and talk to them. They're planning an assault and they need your help. Agree to start the guerrilla action, then either get into their vehicle or your own if it can handle two passengers.

Drive north, to the Wind Farm and ignore targets along the way; you don't want attention just yet. The tall building at Map Point 1 is where you're heading. Red Faction guerrillas are already on-site. If possible, drive a heavy construction vehicle into the area, go through the concrete barricades, and ram the building directly. This inflicts damage to your target and reduces enemy cover.



Then, either back up and repeat the process or get out and use charges/rockets to bring down the remaining walls of the structure.

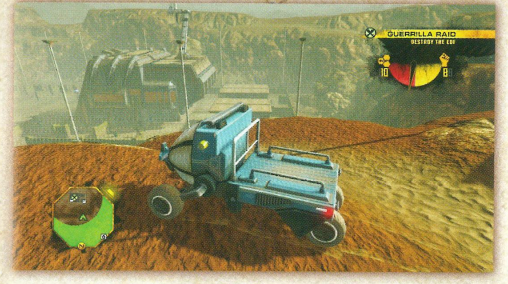
WHAT IS A M.O.A.B.?

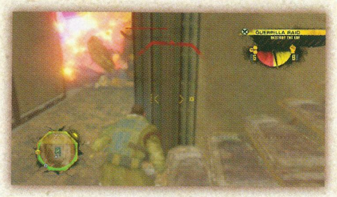
The Mother of All Bombs. These radio tag collectibles are seen all over the map. Every time you grab a few of those a MOAB appears. These bombs are very dangerous, and they're perfect for guerrilla assaults. Drive your vehicle to an uncovered MOAB, pick it up, and take the vehicle to your assault. Use rockets or a few remote charges to set off your loaded vehicle and watch the fireworks.

GUERRILLA RAID #2

Location	Goal	Reward
Central Dust, Map Point 16	Destroy an EDF office building	+30 Control & +10 Morale

Meet the other operatives and drive them east toward a section of EDF offices. You can get rather close before the soldiers realize your intentions, though this doesn't work if you've been running over propaganda poles on the way over.





The fools guarding this site didn't place many barriers along the road. That lets you accelerate to top speed before ramming your transport into the target office. This causes so much damage that you can be halfway finished with your goal before the fight even starts.

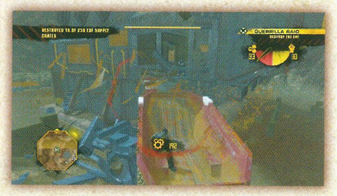
Get your vehicle back out and ram the building again, or evacuate and take cover behind the smaller walls beside the office. Use cover while blasting the office with rockets and charges. No problems here!

GUERRILLA RAID #3

Location	Goal	Reward
Western Dust, Map Point 7	Destroy the command center	+30 Control & +10 Morale

The same tactics from the last raid apply here. Bring the three operatives with you and assault the base at high speed. The initial charge does a great job of bringing down the building's structural integrity. Rockets and charges finish the job.

Getting out is the hardest part. The alert remains after your guerrilla action is over, but try to collect all of the salvage that's spread over the region. Also, get as many of the EDF supply crates as possible.



You can make a bunch of money by risking your life and sticking around. The worst that could happen is that you'd get killed; however, it's worth that chance for this much salvage. Besides, 3 Morale can quickly be regained.

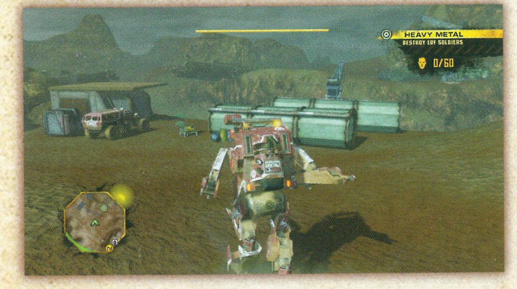
GUERRILLA RAID #4

Location	Goal	Reward
Western Dust, Map Point 8	Destroy the Arc Refinery	+30 Control & +10 Morale

The raid target is south of your location. Grab the three operatives and drive down. There isn't as much protection at the refinery as with some of the other guerrilla raid sites. You won't have any hurdles in destroying this location, and there are piles of supply crates to loot afterward.

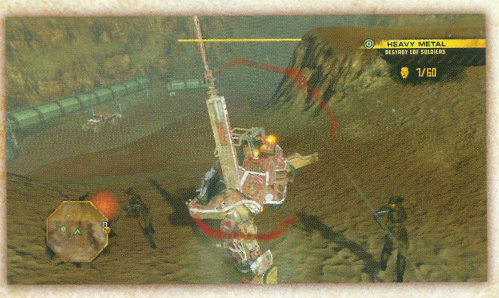
HEAVY METAL #1

Location	Goal	Reward
Central Dust, Map Point 15	Kill EDF troops as a distraction	+10 Control & +50 Salvage



Do you like money? Do you like using Walkers to crush through metal and bone? If the answer to both these questions is "yes," then run - don't walk - to Map Point 15 as soon as you finish the "Industrial Revolution" Story Mission. Your contacts have provided a Light Walker. While they are off stealing from the EDF, you are supposed to "distract" enemy forces. Use the Light Walker to kill 60 EDF soldiers.

Light Walkers can't break through vehicles and buildings as well as their heavier cousins, but they make mincemeat out of the soldiers, and they're equipped with jump jets to help you get around.



The battle takes place near a small chasm. Use the jump jets to get out if you fall in there. All enemy targets are either in vehicles or on the ground. Run over the ground targets; you don't need to hit them with your arms to kill them. Swipe left and right to increase your field of carnage without slowing down!

Save your heavy attacks for flipping over vehicles or destroying them outright. It's usually better to flip vehicles because there is less chance of damaging your Walker in the process. You get paid as soon as the kill count is reached!

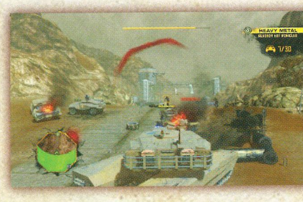
HEAVY METAL #2

Location	Goal	Reward
Southern Dust, Map Point 21	Destroy 30 EDF vehicles	+10 Control & +50 Salvage

This action is unlocked when you finish "Industrial Revolution." Travel to the southern region of Dust and listen to what your contact has to say. It's up to you to trash EDF vehicles while medical supplies are being stolen. This time you won't be driving a Walker. Nope. Instead you get a tank!

HEAVY METAL
1/30

Get in the tank quickly to avoid getting killed by incoming soldiers. Drive the tank down to the outpost nearby and start firing at everything that moves. Use the tank's machinegun for supplemental fire and switch to the main gun for vehicle destruction; you can't fire both at the same time, so practice switching to the machinegun while the main gun reloads.



The vehicles come to you. Let the turret do most of your aiming and blast a couple shells into every vehicle that comes up the road. The action area is fairly small; you can't drive too far north or south. Enemies approach from both directions. If you take damage from behind, turn your turret and punish the newcomers. It's a fast and fun guerrilla action.

TRANSPORTER #1

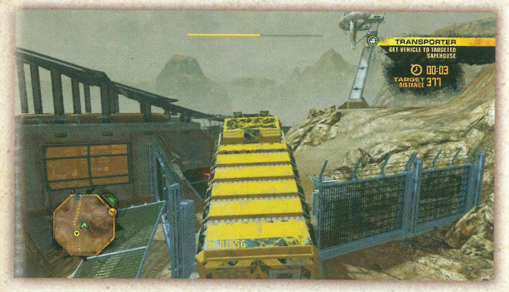
Location	Goal	Time	Reward
Eastern Dust, Map Point 12	Drive the truck back to the central safe house	0:55 (0:45 for Pro)	+50 Salvage

Though a short trip, this isn't an easy Transporter action for getting a Pro rating. Leave the initial military base by cutting north, heading off road and away from the barricades. Don't follow the path too closely. It veers too far left, then too far right. Stay down the middle and cut every turn and building as close as you can.

TRANSPORTER

When you're ascending toward the safe house, take the turns wide and at almost full speed. Don't power slide or do anything special. These maneuvers cost too much of the truck's momentum.

Finally, learn to come to a perfect stop at the end of the route. That isn't something that can be done without practice. Brake and try to hit the barriers near the circle; they'll help stop you. If someone gets in the way, well, a tiny loss of Morale isn't too big a deal.



TRANSPORTER #2

Location	Goal	Time	Reward
Southern Dust, Map Point 25	Drive the utility vehicle back to Parker's safe house	2:15 (2:00 for Pro)	+50 Salvage

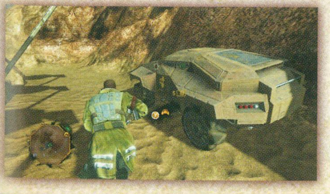
This action requires serious driving skills. The utility vehicle is parked in the middle of an EDF base. You begin the action with enemies all around and a red alert at your back. The roads leading home are going to have a few obstacles, including the possibility of a tank sprinkled here and there for good measure.

Obviously you don't have time to fight anything. Use the course provided by your navigation system and stick to it as closely as possible. You have to go all out. Getting the route in 2:15 isn't too bad if you don't get destroyed in the process, but the 2:00 mark is a painful one. There aren't any real secrets here; practice is the key for the Pro reward.

TRANSPORTER #3

Location	Goal	Time	Reward
Southern Dust, northeast of Map Point 19	Drive the utility vehicle back to the central safe house	1:15 (1:05 for Pro)	+50 Salvage

This is a short Transporter action, and it's one of the easier ones to master. Look behind the building near Map Point 8. A single soldier is back there, guarding his vehicle. Ignore the guy—or kill him, depending on your interests. Now get in and drive!

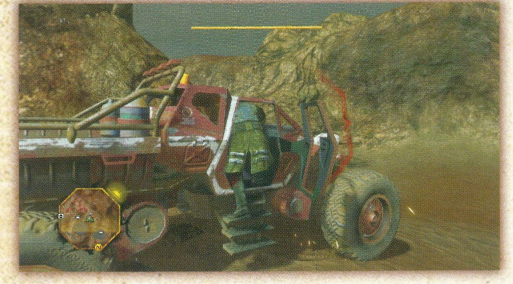


TRANSPORTER
GET VEHICLE TO TARGETED SAFEHOUSE
00:49
TARGET DISTANCE 869

Your target is the safe house in central Dust. It's close, and you can stay on the road for almost the entire trip. No major alert gets called, and there aren't many enemies on the way whatever the case.

TRANSPORTER #4

Location	Goal	Time	Reward
Northwest Dust, Map Point 3	Drive the pickup to the southern safe house	2:45 (2:05 for Pro)	+50 Salvage



The pickup you need is inside a military base in the northwestern region of Dust. There are soldiers around most possible entrances, so you're likely to get a little attention. If you drive quickly they won't pose a serious threat.

Get the pickup on the road immediately. The tight spaces of the base are tricky if you let the soldiers block you in. It's fine to go off road a little during most of the trip. There are several times when the road curves away and you're better off driving straight toward the next bend.

Don't be complacent toward the latter stretch of the route. The distance to the goal gets down to a couple hundred meters, so it feels like you're right on top of the safe house. Yet, there are many curves after that. You lose a lot of time, and it's really more serious than it seems. Don't let up for a second. Brake to get around those late turns. The pickup doesn't have the best handling for power slides unless you've become *extremely* good at it.

DEMOLITIONS MASTER #1

Location	Goal	Tools	Reward
Southern Dust, Map Point 27	Destroy a building in under 50 seconds (25 for Pro)	9 Rockets	+50 Salvage

There's a building just begging to be destroyed to the west of Map Point 27. The rules are different here; you aren't allowed to approach the building. Instead, the terminal provides nine rockets to bring the building down. Speed is always important, but it's easy to fail this guerrilla action if you don't aim carefully and think about your shots.

DEMOLITIONS MASTER
DESTROY THE BUILDING

The target is reinforced! Don't put all of your rockets into the supports of the building even though it seems logical; you won't get what you want. The real trick is to destroy the back wall of the building and let gravity do the rest of the work for you. Put all nine rockets into the far wall. Shoot them in groups of three and spread out each group. Hit the upper-right, left-right, and lower-central, then reload. While reloading, look to see which spots are ideal for your next barrage. Don't waste rockets by hitting the same place so many times that the rocket flies through the house.

Once the back has taken enough damage, the ceiling and upper floors fall in on themselves and wreck the remainder of the building in the process.

DEMOLITIONS MASTER
DESTROY THE BUILDING
00:30
BUILDING STRUCTURE
UNSTABLE

FAIL

If you use your rockets and fail to damage the building enough, don't waste your time waiting for the counter. Charge the building to have the system automatically fail you.

DEMOLITIONS MASTER #2

Location	Goal	Tools	Reward
Central Dust, Map Point 11	Destroy a building in under 2 minutes (55 seconds for Pro)	Sledgehammer	+50 Salvage

DEMOLITIONS MASTER

You'd have to pay to get better stress relief than this! Take the sledgehammer and bring the whole building down. It's easy to get the normal reward, and even the Pro one takes almost no time.

Only worry about the outer walls of the building; nothing inside needs to be dealt with. Look at the perimeter of the building and plot a path through it. Use horizontal swings for extra damage on the heavy buttress-like supports. Use vertical attacks to get the lighter material in between the supports. Alternating between these two attacks cuts major time off of your demolition.

DEMOLITIONS MASTER
DESTROY THE BUILDING
01:09
BUILDING STRUCTURE
CRITICAL

EDF ASSAULT #1 & #2

Location	Goal	Reward
Southern Dust, Map Point 20	Help guerrillas defend their houses against an EDF attack	+30 Control & +15 Morale

There is a housing complex in southern Dust where many Red Faction families live. The EDF is tired of having problems in that area, and they've decided to raze the place. Drive down there with as much ammunition as you can carry, especially if you have good anti-vehicle weaponry. Remote charges and rocket launchers are wonderful, and proximity mines are useful as well.

There are over half a dozen troop transports on their way. They'll come one or two at a time, each loaded for battle with EDF troops. The faction members here can't sustain that type of fight, so you have to kill the enemies before they get a major opportunity to deploy.

All enemy transports come in from the northeast, almost in the exact same spot. That's a very good thing. Mine the heck out of the area. Put clusters of four remote charges down and detonate them all as soon as the transports roll onto them. Switch to rocket launcher attacks if two come simultaneously.

Even by taking the most efficient route, you are likely to run out of ammunition. Go to the back of the complex and use the cache there to restock. This is a much easier action if you have high Morale in the sector (for more ammo). Also, purchase the Extra Rockets upgrade for your rocket launcher if you can.

TWO FOR ONE

There are two EDF Assault actions in this location. The strategy provided applies to both with the two exceptions being that one has two tanks in the attacking force and the building is close, but not the same.

COLLATERAL DAMAGE #1

Location	Goal	Reward
By Map Point 19	Destroy $35 million worth of EDF targets	+40 Control & +10 Morale

Collateral damage actions are a new test of your skills. A somewhat unhinged driver named Jenkins comes to pick you up when you visit Map Point 19. This guy has a nice ride; it's reinforced and has both a rocket turret and a machinegun. You get to use both!

All you need to do is wreak havoc without hurting or killing civilians. The more damage, the better. You lose points (and Morale) if you hit the wrong people, so check your targets before firing.

Major EDF locations are marked with a yellow arrow. These are often worth the most, but soldiers, transports, and airships are all worth plenty of money as well. Shoot the buildings first, then use enemies as targets of opportunity.

Jenkins makes a run around the southern loop of the area this time. It's quite easy to make your damage limit. Remember to use both weapons. The rockets take out structures and vehicles well, but the machinegun adds plenty of damage and can sweep areas when there are many discrete targets.

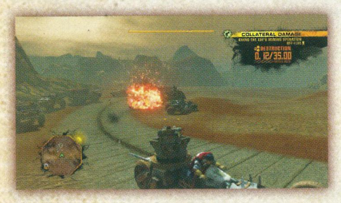
CAN'T TAKE THE HEAT?

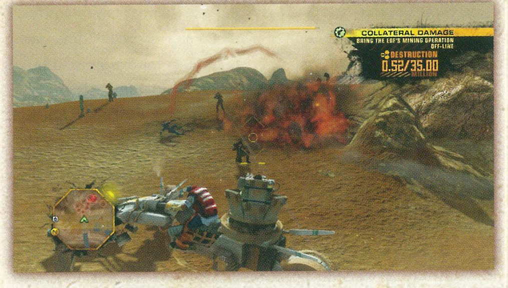
You can fire the rocket turret every time it is done reloading. There isn't a limit to your ammunition or to the weapon itself. However, the machinegun heats up while you're firing. Watch the bar above the turret and remember to let the device cool off when it's not needed.

COLLATERAL DAMAGE #2

Location	Goal	Reward
Central Dust, Map Point 18	Destroy $35 million worth of EDF targets in the mining area	+40 Control & +10 Morale

This run is slightly longer than the first Collateral Damage, and it's harder to beat. The targets aren't quite as lucrative, so you have to make every building count. This is further complicated by the narrow targets you're often attacking: cranes and similar objects around the edges of the quarry.





To score extra points, look to the skies during quiet moments. There are often airships patrolling over the quarry and the nearby roads. These are awfully hard to hit, but one good rocket will net you millions of bonus damage points!

DESTRUCTIBLE TARGETS

EDF EXECUTIVE HOUSING

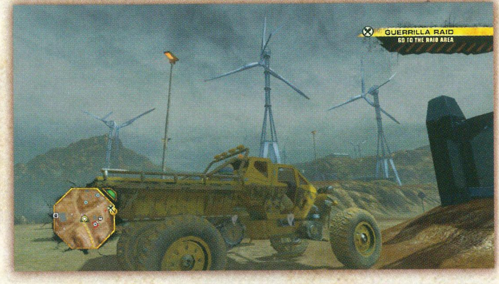
Location	Importance	Protection
Eastern Dust, Map Point 13	High	High

Even the road leading up to this target is filled with peril. You can't approach the site without attracting enemy attention. Heavy vehicles are almost required for an easy assault here. Otherwise, you have to slug your way through many soldiers and a few vehicles.

If you're set on an assault by foot, bring rockets. They are complete lifesavers. This is also a target that's worth getting a MOAB. Find a few radio tags and save your MOAB until you're ready to destroy this building. Get the bomb, drive with it, and smash through the walls of the office. Leave several remote charges on the vehicle, run, and set everything off once you're well away from the blast area. Bomb, baby, bomb.

WIND FARM

Location	Importance	Protection
Northern Dust, by Map Point 1	Medium	High



The Wind Farm has 12 targets of medium importance. The sheer volume of collectible items in the area and the impact on enemy Control make this place an ideal first stop in Dust. Don't get out of your vehicle to destroy the Wind Turbines. Each is already marked on your minimap, and it's more fun to drive through all of them. It's also faster and safer. Hit collectible EDF crates on the way for even more salvage.

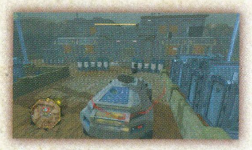
GUERRILLA RAID
GO TO THE RAID AREA

DUST TOWN HALL

Location	Importance	Protection
Northeastern Dust, Map Point 4	High	Moderate

The Town Hall is a perfect target for reducing enemy Control quickly. The EDF Control of Dust drops by 80 points as soon as this building goes down, and for a target with this much importance, it is actually rather easy to reach. Drive to the northwest and maneuver between the barricades when you arrive at the Town Hall. The area is restricted and the soldiers raise the alert as you approach, but that isn't a big deal.

Drive up the central stairs and onto the second level of the building. It's easier to plant charges and defend against soldiers when you're up top. Detonate your vehicle during this time because that also helps with the attack.



Jump off of the roof before the building collapses and switch to rockets to wreak more havoc. Collect supply crates and destroy the two Guard Towers before you leave to further dampen EDF spirits. If you want to live, flee the area to stop the red alert after you're done fighting.

COLLECTIBLES

FROM THE START

Though minor, you might wonder where the third ore vein is by the starting base. It's pretty much impossible to reach on foot. Take a buggy (or another agile vehicle) and drive up the rocks to the north of your safe house. The ore is up there.

WIND POWER

The northern Wind Farm is the target of a guerrilla action, but that isn't all that's up there. Look on the map. See all those EDF supply crates? And Ore veins? Blasts from the past too? You can get a couple hundred salvage in very little time up there.

Start the guerrilla action at Map Point 2, but keep rampaging through the area afterward. Take out all 12 Wind Turbines to lower enemy Control, and get as much salvage from crates and ore as possible while you do it.

NO LONGER A SKIRMISH.

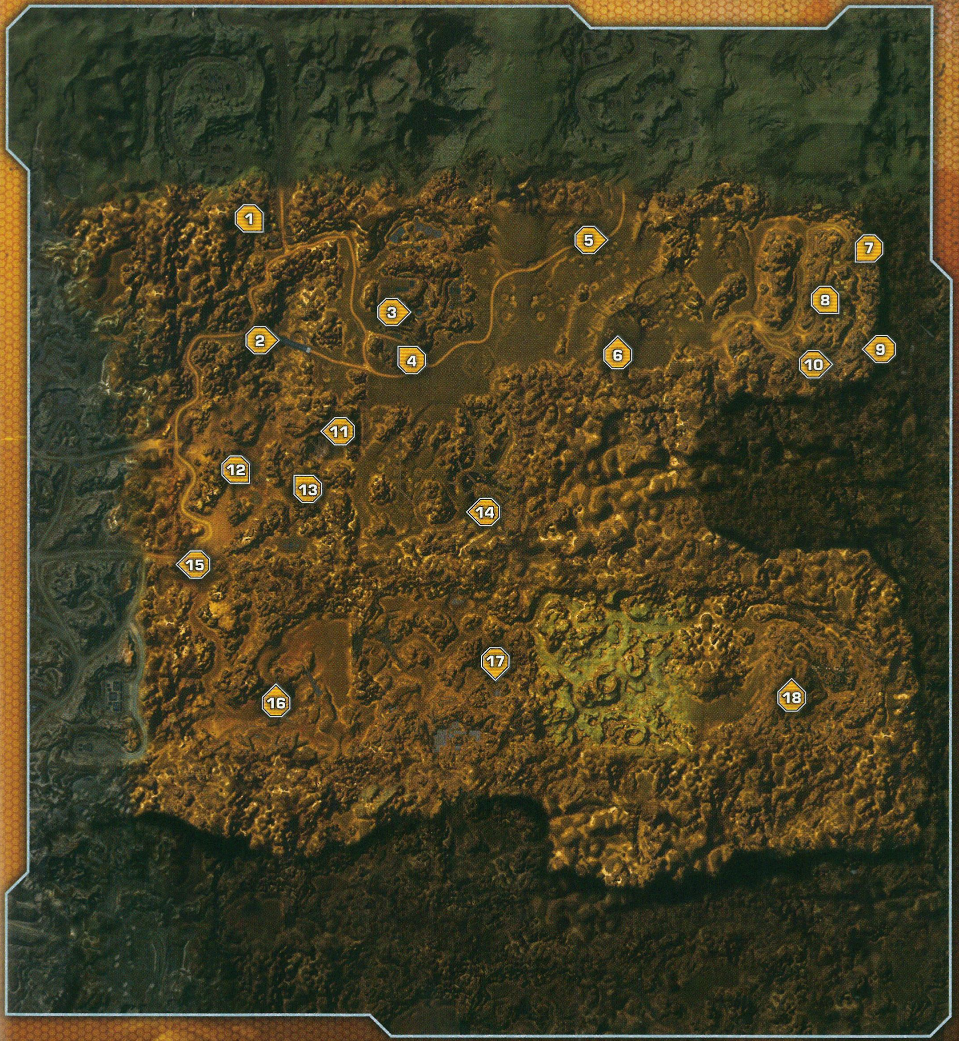
THIS IS WAR!

The Badlands are in the southeastern region of "settled" Mars. There are fewer colonists in this area, and the marauders lay a greater claim to some of this wild territory. Expect more resistance to Red Faction incursions! Soldiers here have better weaponry and access to far more gunships and tanks.

The northern base is your starting position. Spend some salvage to purchase the Guerrilla Express. Being able to hop between safe houses is so wonderful that you won't want to live without it any longer. Other than that, pick some missions and continue the resistance!

The base marked on your map, to the south, is not one you can access right now. That area is badly irradiated, and it's not somewhere you should explore at this time.

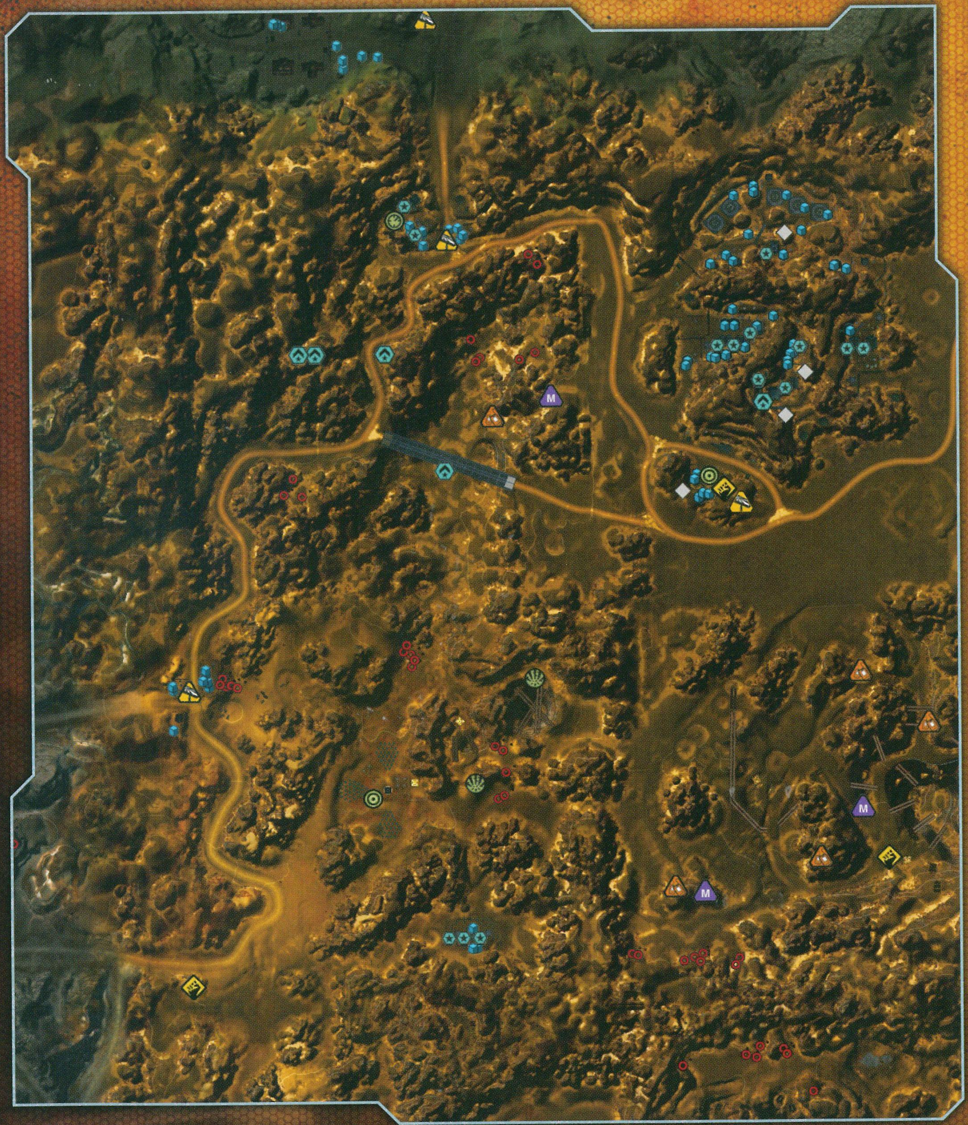
BADLANDS



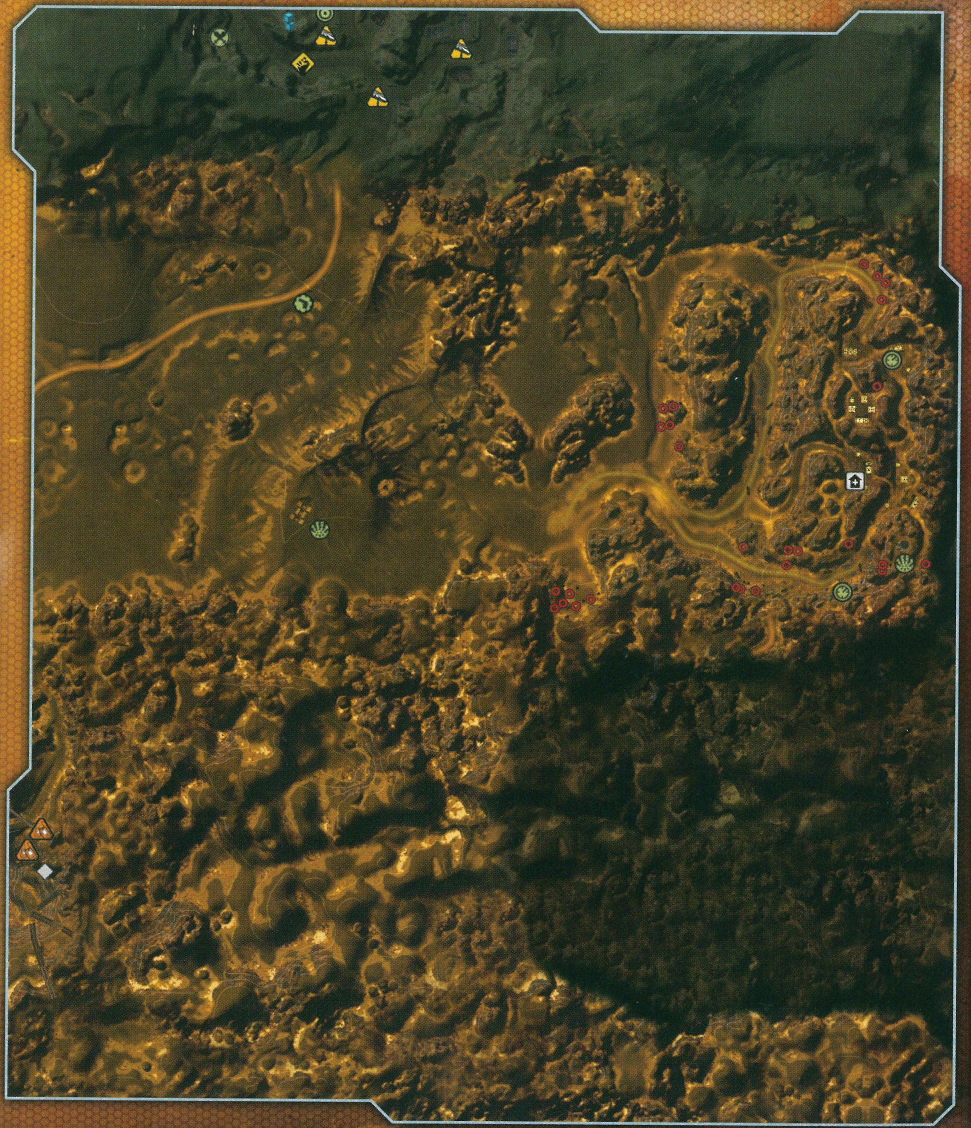
MAP LEGEND

1	Transporter #3
2	Harrington Memorial Bridge
3	EDF Badlands Outpost
4	Heavy Metal #1 and Story Mission (Air Traffic Control)
5	Collateral Damage #1
6	Demolitions Master #2
7	Transporter #2
8	Northeastern Safe House
9	Demolitions Master #1
10	Transporter #1
11	Demolitions Master #3
12	Heavy Metal #2
13	Demolitions Master #4
14	Story Mission (Catch and Release)
15	Story Mission (Emergency Response)
16	Transporter #4
17	Demolitions Master #5
18	Safe House, Story Mission (Late Game)

NORTH WEST



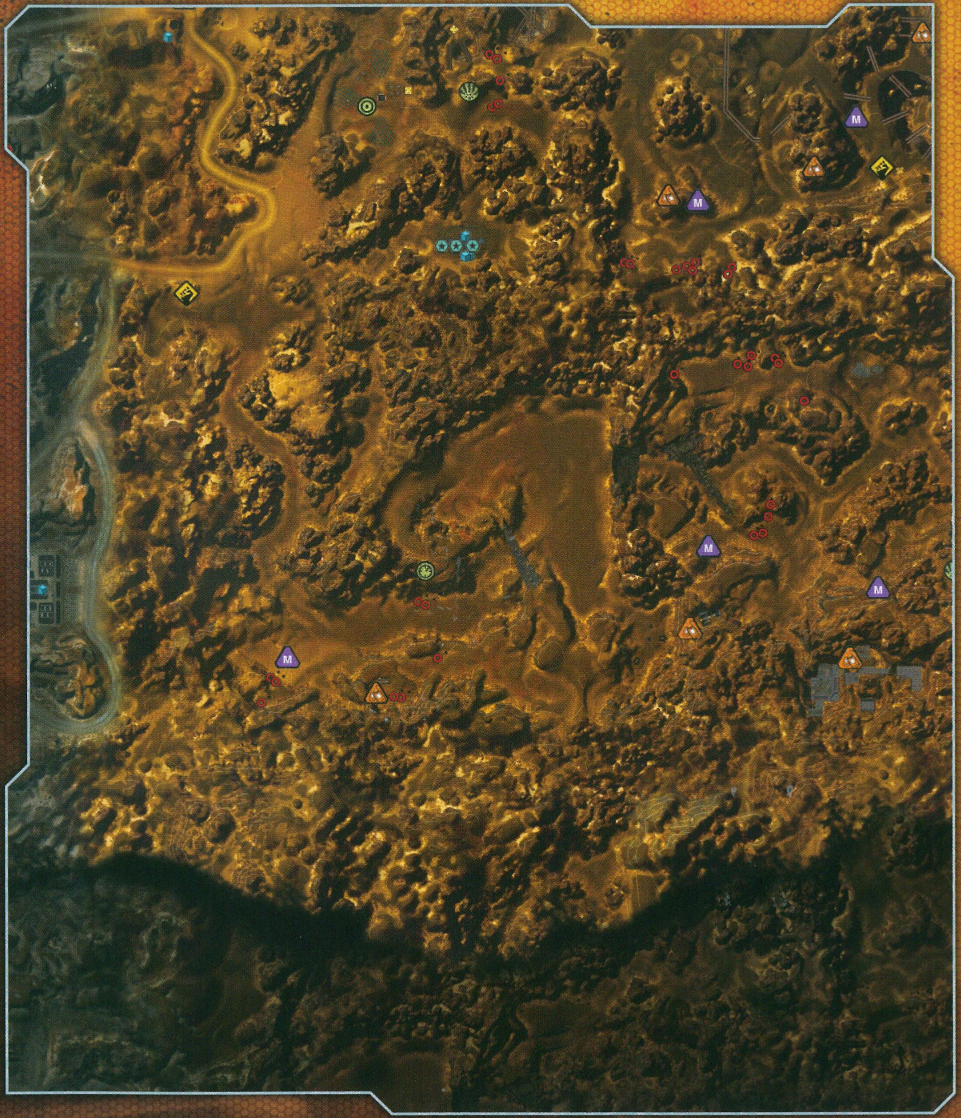
NORTH EAST



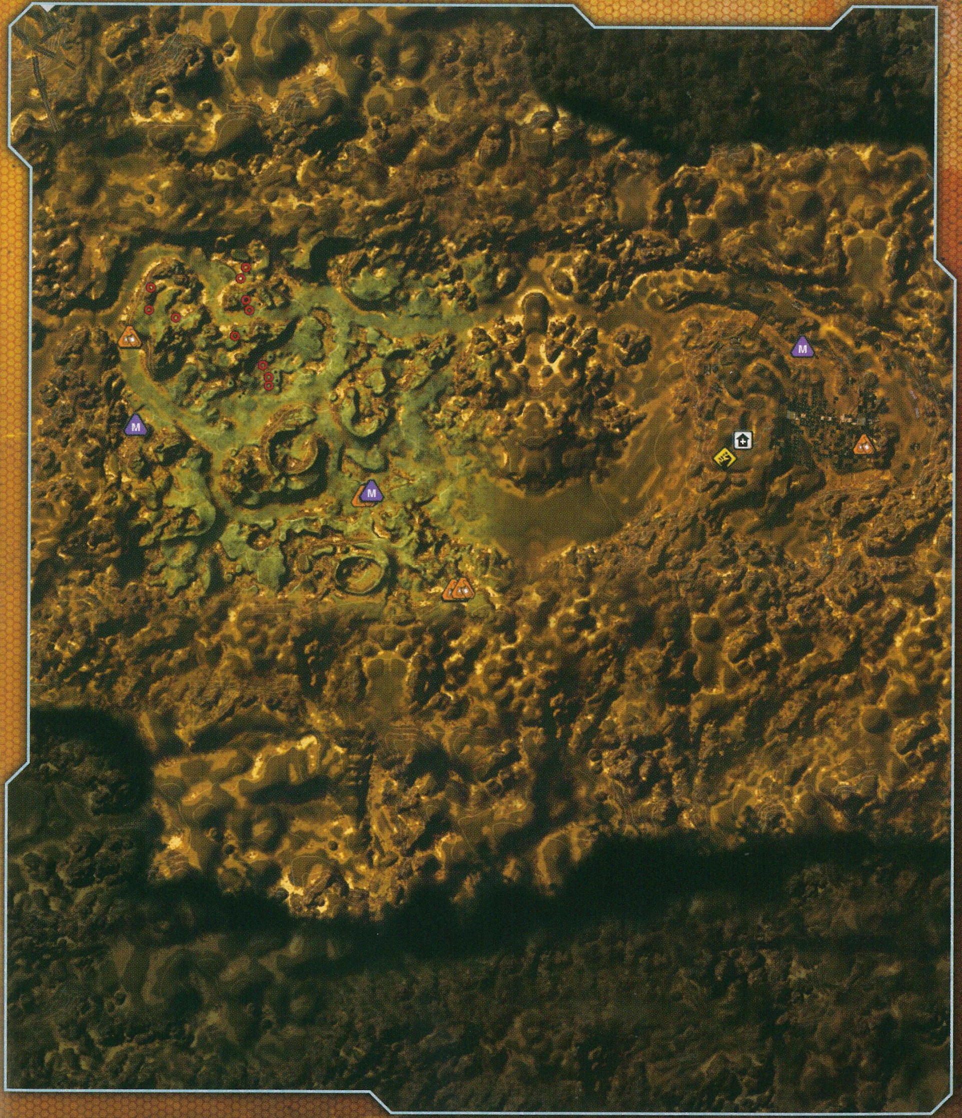
MAP LEGEND

- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- ◆ Singularity Bomb

SOUTH WEST



SOUTH EAST



MAP LEGEND

- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

STORY MISSIONS

CATCH AND RELEASE

Difficulty	Location	Objective	Completion Bonus
	Central Badlands, Map Point 14	Run security during a capture mission	+75 Salvage

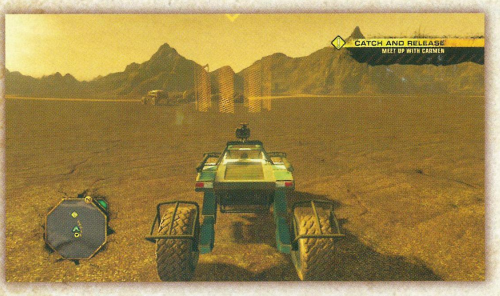
Red Faction can only grow within the defined parameters of the EDF. The EDF's artillery prevents anyone from reaching Eos without permission. That won't do. Furthermore, the artillery barrage on Dust was cruel and unwarranted. This can't be allowed to continue.

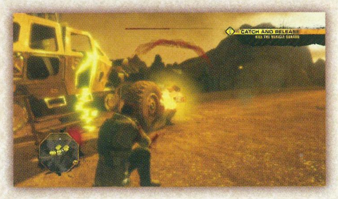
Drive north and meet with an interrogator named Carmen. She has her specialty and you have yours. She has a larger vehicle ready, if you need it. Bring her and Kepler into the nearby base. Ambush the enemy convoy with prejudice, but don't hit the officer's vehicle. Kill his soldiers instead.

IF YOU HAVE A PREFERENCE

It's not a long trip into the EDF Outpost. If you brought a vehicle that you love but can't fit both allies in, don't worry. Drive slowly and make the two walk behind you. You get to keep your chosen vehicle, and you can still launch the ambush without any issues.

If your main vehicle has a good weapon, this is actually a prudent way of initiating the assault.



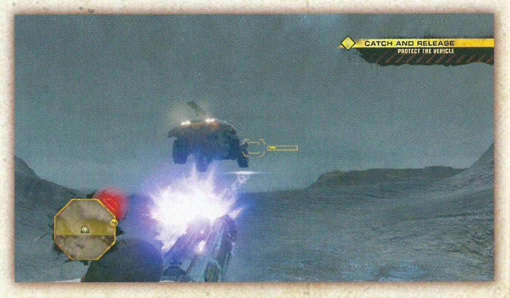


Most of the soldiers are on foot. Don't waste time shooting most of the vehicles or buildings. There is one exception. The APC is equipped with a Gauss Turret that can lay waste to anything around—particularly Mason. Take the fight directly to the men and kill all the marked targets. As soon as you finish, get into the officer's transport. You take the turret while Carmen starts her bloody work.

CATCH AND RELEASE

It's a long section on the defensive before the mission is over. Target airships with priority as you see them, then go after ground targets. The transport has powerful weaponry, making it easier than usual to destroy a variety of heavy targets.

Everything ends well as long as you destroy enough enemies to keep your transport safe. Your group returns to the quarry where the mission began, though you now have vital information for the future!



EMERGENCY RESPONSE

Difficulty	Location	Objective	Completion Bonus
	Western Badlands, Map Point 15	Smuggle medical supplies into Oasis	+75 Salvage

An attack in Oasis killed dozens of workers this morning. They can no longer be helped, but there are untold wounded who remain and are in need of assistance. The EDF isn't going to help them, and it's left to you to smuggle supplies into the area.

You are the lead vehicle for this run. The chase vehicle has all the supplies; you're the muscle. Drive ahead and kill the soldiers at each checkpoint. Take advantage of the Light Walker that spawns at the second checkpoint if you'd like. Having a rocket launcher and a nano rifle is extremely useful in this mission.

EMERGENCY RESPONSE

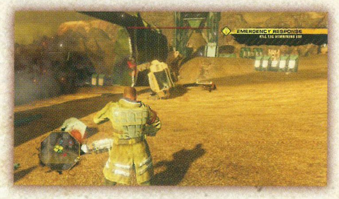
Soldiers are your targets. Look on the minimap to locate their positions. Use their own cover to block line of sight. Run through the

EMERGENCY RESPONSE

back part of these checkpoints while eliminating targets, and look for the ammo crates afterward to restock your ammunition.

There are a couple of guards by the Harrington Bridge as you pass; shoot them or run them over as you go, and hit the next major checkpoint farther down. There are more guards at this fortified position. Start by driving behind their tower. This keeps most of the heavy guns from firing on you until after you've brought down some soldiers.

EMERGENCY RESPONSE



Annihilate the group and restock while waiting for your buddy to show up. He'll arrive under fire, with soldiers tracking him. Ambush them from the safety of the outpost.

Take a more permanent position at the mouth of that outpost, and use your vehicle (or any that are nearby) to block the way through. This stops reinforcements from going after your ally.

The bad news is that they'll attack you instead. Set remote charges on the south side of the outpost and use those as soldiers and vehicles approach. Switch to rockets when your ammo runs out for your chosen weapon. You have to kill everyone who attacks. Back into the outpost and use their defenses if you're taking too much damage. You are clear to leave as soon as the supplies are delivered. Think about how many lives you've saved today.

AIR TRAFFIC CONTROL

Difficulty	Location	Objective	Completion Bonus
	Northern Badlands, Map Point 4	Hit an EDF airbase	+100 Salvage

Hugo knows that you have to take the fight to Eos soon, and this is another step toward that goal. Crossing the Free Fire Zone is already going to be murderous. With EDF gunships patrolling the skies it would be even worse.

The idea of this attack is to cripple the EDF's gunships before the Free Fire Crossing is attempted. Those craft are hard to bring down while they're airborne, but even harder when they've landed. They absorb much more damage while grounded, so blow them out of the sky.

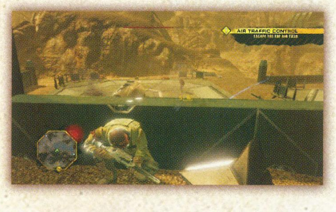
Sadly, the EDF doesn't park their gunships in the middle of the Badlands. That would help things nicely, but it won't happen. You have to infiltrate the airbase in the northern region of the Badlands and fight off the soldiers while destroying the ships.

AIR TRAFFIC CONTROL

AIR TRAFFIC CONTROL

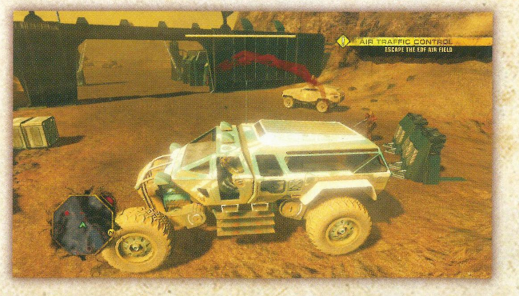
Bring a hefty vehicle and drive to the airbase. Go in slowly to give yourself a few extra seconds without the soldiers realizing that you're Red Faction. The alarm goes off soon enough, but hopefully you are already driving toward your destination.

There are a few ways to do this, but the easiest is to drive around the barricades and up the dirt hill on the left. You need some speed to get up there, so gun the engine before making your attempt.



Once up top, look for an enemy turret gunner in the southeast. He fires deadly arcs of blue energy from on top of a tower; it isn't too hard to spot him. Then again, it isn't hard for him to spot you. Don't go after the airships until that soldier is dead; he's a crack shot and has the best weaponry in the base.

Use your rockets or nano rifle to destroy all five of the gunships. Get back to your vehicle and flee the base as quickly as possible.



GUERRILLA ACTIONS

HEAVY METAL #1

Location	Goal	Reward
Northern Badlands, Map Point 4	Destroy 35 EDF vehicles	+10 Control & +75 Salvage

Another battle tank is at your disposal. The resistance needs 35 EDF vehicles destroyed. The road near Map Point 4 is a good place to hunt, even though the vehicles come from both sides.

This makes the action fast, but you run the risk of losing your tank (and having to restart) if you aren't a fast gunner.

For a somewhat easier time, pull off of the road and give yourself a gentler firing angle against both EDF groups. It won't take quite as long to adjust the turret if the enemies aren't directly in front of and behind you.

Kill soldiers in between waves of vehicles. Though the soldiers aren't important to your guerrilla action, some of them can damage your tank! Enemy tanks appear toward the end of the skirmish. These are the nastiest threat in the sector. Hit them immediately upon sighting them and keep firing until they explode.

HEAVY METAL #2

Location	Goal	Reward
Central Badlands, Map Point 12	Destroy 25 EDF vehicles	+10 Control & +75 Salvage

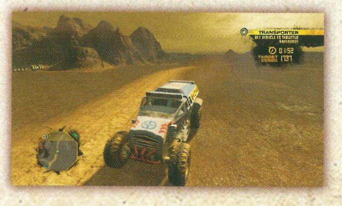
This is almost a freebie. Red Faction operatives have provided a Heavy Walker, and you only have to destroy 25 vehicles to complete your guerrilla action. The soldiers in the area have heavy weaponry, and there are even some tanks out here, but none of those can stop a Heavy Walker.

Use the overhead smash attacks to take out your targets. These blows are so powerful that even tanks only take one or two hits before they're ripped in half. Have fun!

TRANSPORTER #1

Location	Goal	Time	Reward
Northeastern Badlands, Map Point 10	Drive the truck back to central Dust's safe house	2:50 (2:25 for Pro)	+50 Salvage

This vehicle is practically parked in the Badlands' starting safe house, so finding it isn't a problem. Get in the truck and drive it all the way west, to the safe house in Dust. Why they want the truck taken that far is a secret!



There are marauders in the eastern section of the route. After bypassing a few groups of marauders, things clear out fairly well. Your vehicle isn't great at cornering; use power slides to get the monster turned into position and don't try to accelerate too early out of each turn.

Stick to the designed path later on, but there are a few small off road choices early in the route. Cut across the areas if you see a clear run that doesn't have any large jumps. That shaves a few seconds off of your run time.

TRANSPORTER #2

Location	Goal	Time	Reward
Northeastern Badlands, Map Point 7	Drive the buggy back to the Parker safe house	4:05 (3:35 for Pro)	+100 Salvage

Save this run until you're ready for a long stretch of driving. The goal is to get a buggy from the northeastern region of the Badlands all the way to the Parker safe house. It's not an especially tough run compared to some, but it's long enough that you might slip a time or two until you've really mastered the route.

Don't take this action until you can jump between safe houses; getting all the way back to the Badlands if you aren't on a mission or guerrilla action can be laborious. However, you can take the time to pick up spare items or to raise the Morale in previous sectors if you are looking for something to do!

TRANSPORTER #3

Location	Goal	Time	Reward
Northwestern Badlands, Map Point 1	Drive the EDF vehicle to central Dust's safe house	2:15 (1:35 for Pro)	+75 Salvage

Most transporter actions are judged on your speed, but this one is almost an exception to the rule. Sure, you need to move quickly to make your Pro time, but survivability is at least as much of a factor.

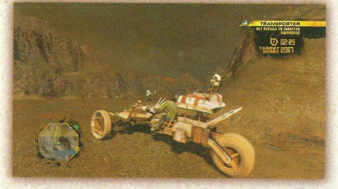
Stealing the EDF vehicle from their northwestern outpost is the beginning of this trek. Doing so initiates a red alert with multiple roadblocks and even air patrols as you drive west toward Dust.

Avoid the roadblocks and use your turret to help blow enemies out of your way. This saves time and gives you a better chance to make it through these chokepoints without taking as much damage. Drive on the sides of the road; it's easier to avoid the barricades when you can dip off the road briefly.

The worst kill zone is the checkpoint at a T-intersection. Don't go into that outpost at all. Instead, veer right and take the rocky hillside up to the top. This tactic is slower the first time or two you try it, but with practice the maneuver can be pulled off with true finesse. After that the run is straightforward. Keep dodging enemies and get to your safe house.

TRANSPORTER #4

Location	Goal	Time	Reward
Southern Badlands, Map Point 16	Drive the marauder vehicle up to a safe house in Oasis	2:45 (2:25 for Pro)	+75 Salvage



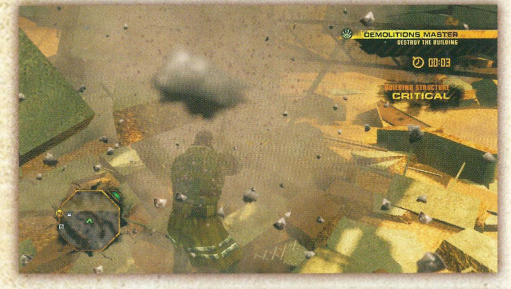
One of the marauder bikes has a transponder inside it. It's pretty impressive that this got planted in the first place! It will be equally noteworthy when you get it out of marauder territory and drive it all the way to Oasis in less than 2.5 minutes.

Drive to Map Point 16. The bike is up on a hill. Speed up the hill in your current vehicle until you're close enough to reach the bike on foot. Spend as little time as possible in the open to avoid getting shot by roving marauders.

Get in the bike and continue south over the mountain. Hit the road moving west and travel at full speed up to Oasis. There are EDF forces and marauder bandits on the way, but luckily the engagements are small and there aren't any roadblocks. You shouldn't need to shoot or push your way through much of anything.

DEMOLITIONS MASTER #1

Location	Goal	Tools	Reward
Northeastern Badlands, Map Point 9	Destroy one building in under 1:00 (0:15 for Pro)	Sledgehammer, 1 x Remote Charge	+50 Salvage



DEMOLITIONS MASTER
DESTROY THE BUILDING
00:51
BUILDING STRUCTURE CRITICAL

Ignore your sledgehammer as it has no value here. In fact, it might lead you astray to the point where you waste time breaking into the central pillar and trying to bomb that for a few runs. Though successful in eventually bringing the building down, this won't get you the 0:15 time necessary for a Pro rating.

Here's the sneaky way to win. Sprint into the building and climb the first ladder (from its left side). Look from the next level up into the central area. Throw your only charge onto the ceiling of the central area, then leap off of the edge. While in the air, detonate the charge and watch the whole building fall behind you. If you don't jump out of the way first, you die and it won't give you credit.

But done correctly, you have a second or two to spare every time. It's all in the wrist.

DEMOLITIONS MASTER #2

Location	Goal	Tools	Reward
Northern Badlands, Map Point 6	Destroy one building in under 1:30 (0:50 for Pro)	1 x Remote Charge, 25 x Proximity Mines	+50 Salvage

Ah, this test is fun! You only have a single remote charge, but they give you 25 proximity mines to enjoy. The challenge is fairly clear; take the proximity mines and create a trail through the building. Put the remote charge down immediately as you begin, and the trail of mines starts right on top of it.

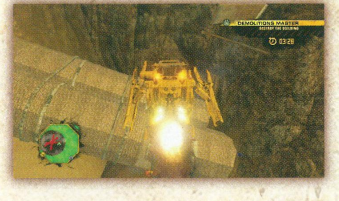
Be sure to use at least 23 or so of the mines. Using too few seems to save time, but it's a false sense of security. Using more mines causes the roof to collapse faster after the blasts go off, and that *saves* time in the long run. Don't worry. You have tons of time even to make the Pro rating.

DEMOLITIONS MASTER
DESTROY THE BUILDING

Only leave a meter or so between each mine. Sprint a step, plant a mine. Sprint another step, plant a mine. Get the far wall of the first room, both side walls of the second, and liberally place the remaining mines in the final area. Jump out the door of the third room as you press the detonation button and watch the world go up. It's beautiful!

DEMOLITIONS MASTER #3

Location	Goal	Tools	Reward
Northwestern Badlands, Map Point 11	Destroy three pipelines in under 4:00 (2:00 for Pro)	Sledgehammer, a Walker, and 0 Remote Charges	+100 Salvage



Look for two more Demolitions Master challenges at Map Points 11 and 13. These surround a large pit, and that sucker goes all the way down. Don't drive quickly to this location, and watch your step when you go on foot to find the terminals for each challenge.

This puzzle might throw you at first. "Where are my remote charges, and where is the Walker?" That's what you might ask yourself. Look into the pit. There are three sections of pipe work that crisscross the shaft. Drop down – carefully - to the first pipe. Move to roughly the middle portion of the pipe and drop off the right side and aim for the second pipeline. Quickly drop again from there onto the lowest pipe and sprint across it. A crate on the far side contains 15 remote charges, and the Light Walker next to the chest lets you use jump jets to reach the top again.

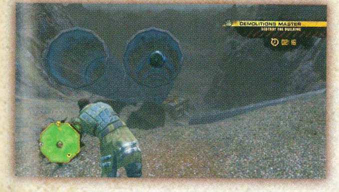
If you haven't played with Light Walkers much yet, be warned that the jump jets do exactly what they are supposed to do—they *jump*. You don't fly with these things, and you can't depend on them to hold you up if you drop over the edge.

Instead, plant a couple of charges on the lowest end of pipe three and then hop onto it while driving your Walker. Jump as you cross the pipeline toward the far end. The weight of the Walker and the jumping inflict major damage to the pipes. Then, use the jump jets to reach the second pipe set. Repeat your hopping routine, then do this again at the top.

Finally, jump to the top of the pit and use your remote charges to destroy anything that's left of the pipeline. You've already damaged it so much that it should be destroyed before the 2-minute mark hits!

DEMOLITIONS MASTER #4

Location	Goal	Tools	Reward
Northwestern Badlands, Map Point 13	Destroy the building in under 2:30 (1:15 for Pro)	10 x Remote Charges, 12 x Hydrogen Tanks	+75 Salvage



Here's another great demolition challenge! You are stuck at the top of a tall hill. The building at the base of the hill is your target, but you can't approach it. Instead, there are two pipes that descend toward the wall of the building. You have plenty of remote charges and a pile of hydrogen tanks nearby.

Put a charge on two hydrogen tanks and throw one into each pipe. Watch the far end of the pipes; the two tanks end up on the wall of the building. Don't bother tossing more tanks yet. Blow the wall with your remote and start adding new charges to your tanks. Throw four more hydrogen tanks down the pipes (two on each side) and detonate them all. The building should collapse, though the variability of your throws may force a second attempt or so for a Pro rating.

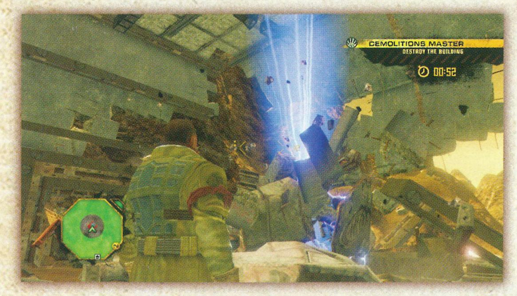
DEMOLITIONS MASTER
DESTROY THE BUILDING
01:21

DEMOLITIONS MASTER #5

Location	Goal	Tools	Reward
Southern Badlands, Map Point 17	Destroy the building in under 1:20 (0:45 for Pro)	Sledgehammer, 1 x Singularity Bomb, 4 x Remote Charges	+50 Salvage

Your final Demolitions Master challenge in the Badlands is another classic. Drive deep into the south and avoid the marauders as much as possible. The roads won't take you all the way to the challenge, but you can get fairly close to Map Point 17 and continue on foot until you reach the terminal.

When the challenge starts, take your sledgehammer and sprint for the side of the big building. Use one sideswipe and one overhand swing to break through the wall cleanly. Slip around to the back of the decaying transport vehicle in the center. Open the ammo crate and take out another pile of remote charges, then set the singularity bomb in that exact spot.



Evacuate the building to avoid getting caught in the singularity blast, but start deploying charges as soon as you can. Toss the charges toward the upper walls and ceiling; these are the areas least likely to be damaged by the first explosion. When the singularity ends, jump into the rubble and finish off the far walls with your remaining charges. It's easy to get this challenge down to 30 seconds or so, even without substantial practice.

COLLATERAL DAMAGE #1

Location	Goal	Reward
Northern Badlands, At Map Point 5	Destroy $55 million worth of EDF targets	+40 Control & +10 Morale

Wherever EDF tries to build, Collateral Damage is sure to follow. Drive to Map Point 5 and wait around for your ride. He'll show up before long, and you can start on the path to destruction.

COLLATERAL DAMAGE
LEVEL THE EDF BASE IN THE BADLANDS
DESTRUCTION
5.27/55.00

This route goes around the central EDF base in the area. You get to pass along both sides of the base, riding through one of the smaller checkpoints on the way. Countless EDF vehicles try to stop you, and they provide even more money and potential mayhem.

Fire in stages. In the open plains, shoot at the EDF vehicles to thin their ranks, lower incoming damage, and for spare points toward your action. Those guys aren't worth much, but a million here and a million there eventually adds up to real money.

Then, when you see larger targets on the minimap, turn your full attention to those buildings. It doesn't matter if your buggy takes some damage; it's built to last. Hit as many base targets as possible. You never get to drive through the heart of the base, so all shots are from far off. The structures are worth enough that you can win even without killing a soldier or enemy transport!

COLLATERAL DAMAGE
LEVEL THE EDF BASE IN THE BADLANDS
DESTRUCTION
13.70/55.00
MILLION

DESTRUCTIBLE TARGETS

EDF BADLANDS OUTPOST

Location	Importance	Protection
Northern Badlands, Map Point 3	High	High

The Outpost itself is worth 80 Control, and the many support buildings around it are worth even more (a total of 105 Control points). That means you can almost eliminate enemy Control over the Badlands in one devastating strike if you bring this base down.

Drive to Map Point 4, where the Heavy Metal action is unleashed. Get out of your vehicle at that spot and climb on foot over the northern hills. This takes a minute, but it's worth your time.

The top of the ridgeline looks out over the EDF Outpost. Rain rockets and other weaponry down on the base to destroy it safely from extreme range. If you have unlocked the nano rifle, this is a great time to test its efficacy on structures. Remember to thank Sam for your fun (whether you like rockets, the nano rifle, or anything else, she's the girl who brings the explosions).

54.59
MILLION

AND A TANK?

> There's also a tank or two inside the Outpost. You're free to hijack one and lay waste with that instead. Why not? You don't have to pay for the gas or the ammo!

Retreat to the base of the hill and procure a vehicle. Use this for an extended run against the Outpost, or flee to the safe house and restock your weaponry. It's all up to you.

HARRINGTON MEMORIAL BRIDGE

Location	Importance	Protection
Northern Badlands, Map Point 2	High	Moderate

The Harrington Memorial Bridge is used by most of the EDF convoys heading between Dust and Oasis. It's such a major strategic point that everyone in the Red Faction would love to take a crack at it. So, go ahead and give it a go yourself.

But, do some planning first. The guards on the bridge call in reinforcements as soon as they realize that anything is wrong. They'll soon have heavy ground and air support, and you won't have anywhere to hide.

A MOAB on the middle of the bridge is so nice, but there are additional ways to get the job done. Use remote charges and rockets early on to do major infrastructure damage. Save your direct-fire weapons for the airships, and keep inflicting as much damage as possible onto the bridge itself.

Don't block either end of the bridge. You want enemy vehicles to approach your position. Destroying them while they're on the bridge does more damage to your target.

Run for cover when the bridge falls and grab the nearest vehicle. Drive like mad for a safe house and see if you make it back. Even if you don't you know that you've given your all for the cause!

COLLECTIBLES

The Badlands is the realm of radio tags. Look on your collectible maps if you're in the mood to rake these in, as they're all over.

Supply crates seem limited at first, until you realize how bunched together they are. The EDF outposts and bases in the Badlands are well-stocked. It takes more planning to get to these because of their heavy defenses, but a solid vehicle can net you a run with many crates and a pile of salvage. If you trash the EDF buildings while you do it, that adds even more money to the stack!

If you run out of salvage, take 10 or 20 minutes to round up the ore that's near many of the quarries. Anyone saving up for the nano rifle and its upgrades can get what they need with a bit of elbow grease.

OASIS

BRING THE FIGHT TO THEM!

Oasis is a shining example of terraforming technology. This sector shows some of the best advances in recreating the flora and fauna of "home." Home for the EDF, at least. There are two missions to complete here if you want to secure the area before moving on to the Free Fire Zone.

This is where the "loyal" workers have their jobs. They have more food, better air, and all the diversions they need to keep them sated. It's going to be harder to win their hearts and minds from afar. So it's time to bring the war to their doorsteps. Let them look out their windows and see the struggle, without clean editing, without propaganda. Let them see the truth.

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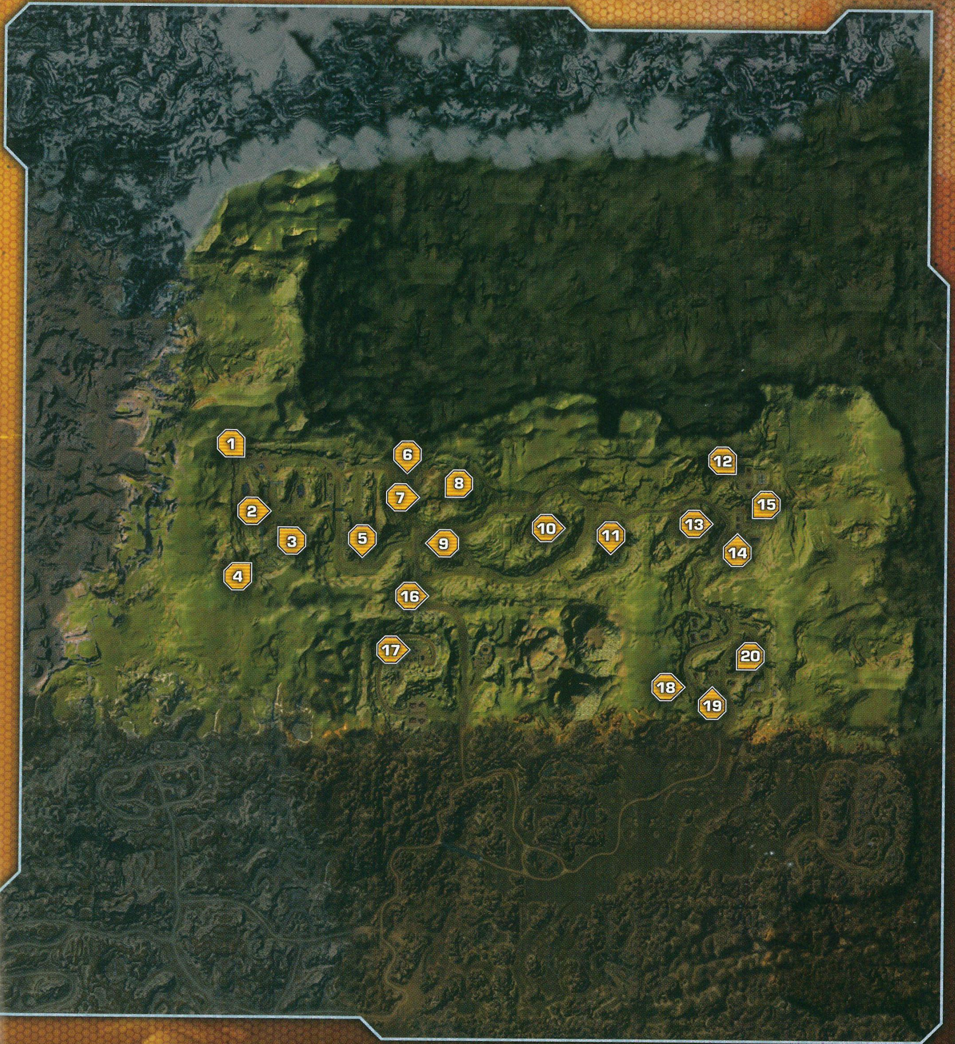
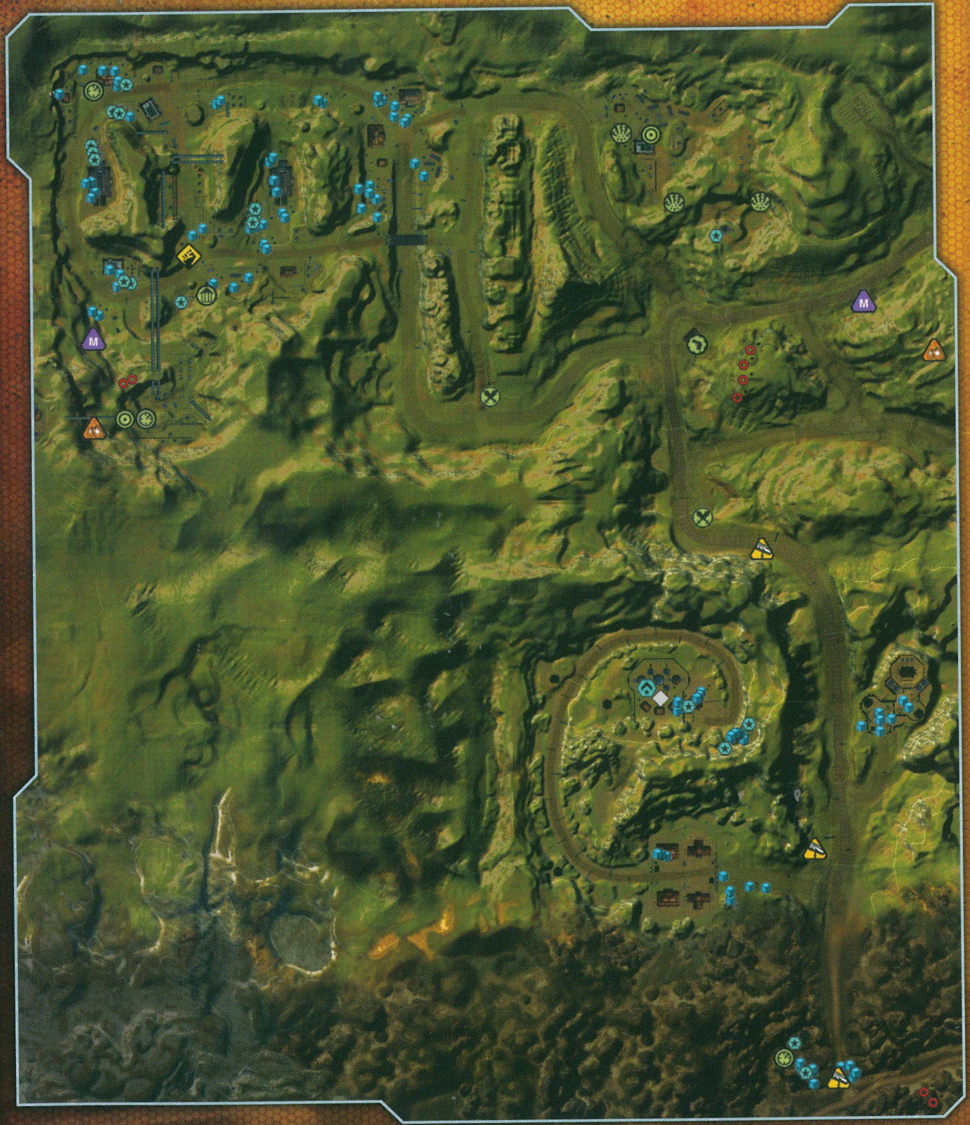


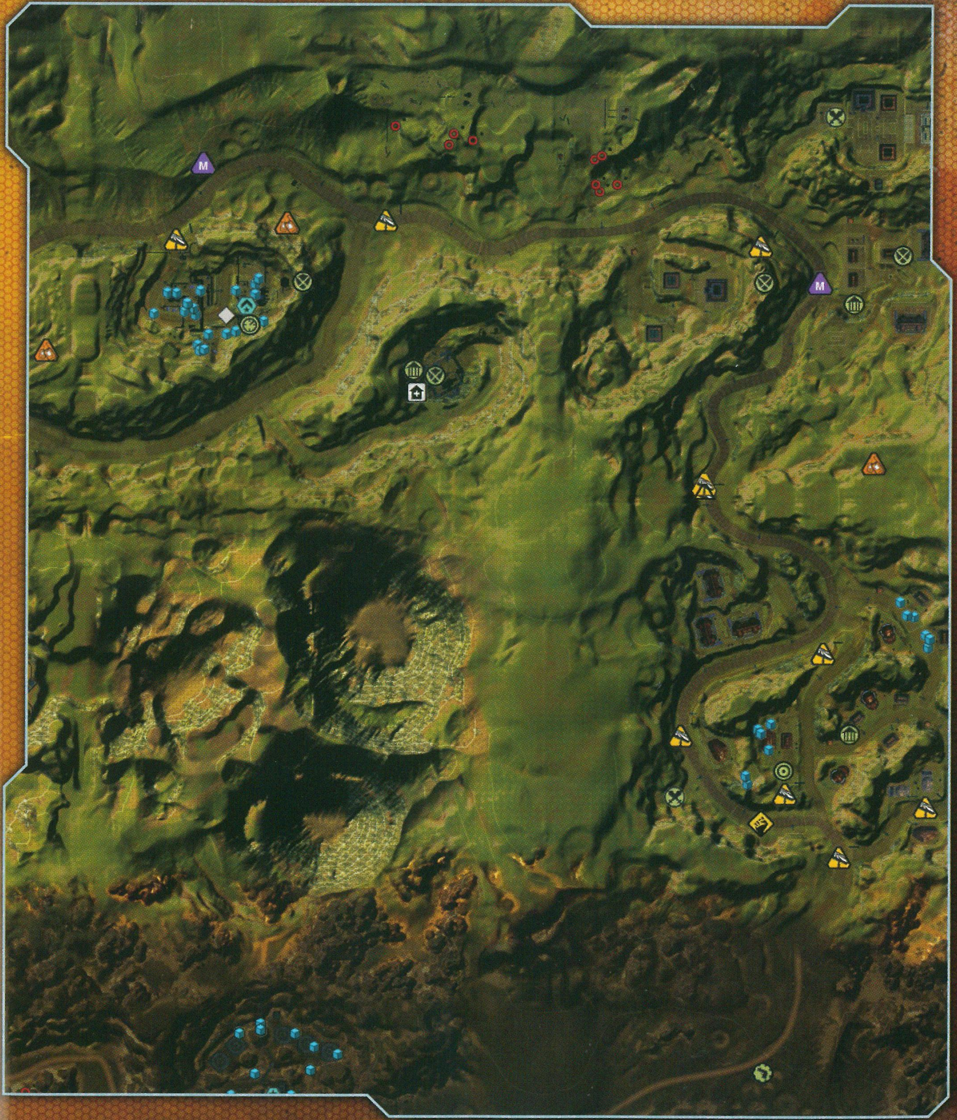
MAP LEGEND

1	Transporter #2
2	Story Mission (Access Denied)
3	House Arrest #3
4	Heavy Metal #3 and Transporter #3
5	Guerrilla Raid #4
6	Demolitions Master #1 and Heavy Metal #2
7	Demolitions Master #2
8	Demolitions Master #3
9	Collateral Damage #1
10	Transporter #1 and the EDF Convoy Station
11	Safe House and House Arrest #1
12	Guerrilla Raid #1
13	EDF Assault #2
14	House Arrest #4
15	EDF Assault #1
16	Guerrilla Raid #3
17	Ark Power Reactor Core (High Importance Target)
18	Guerrilla Raid #2
19	Heavy Metal #1 and Story Mission (Blitzkrieg)
20	House Arrest #2

WEST



EAST



MAP LEGEND

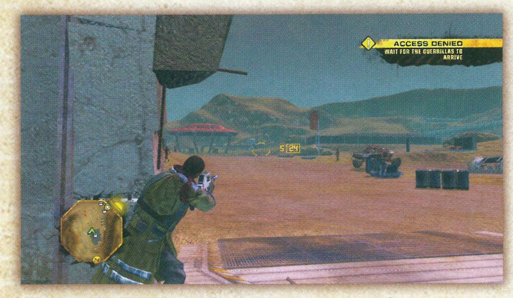
- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

STORY MISSIONS

ACCESS DENIED

Difficulty	Location	Objective	Completion Bonus
	Northwestern Oasis, Map Point 2	Block the EDF approach to the Industrial Park	+75 Salvage

You're running interference again while a hacking team gets information off of a computer. The target is inside a warehouse in the Industrial Park. Grab a vehicle and bring a wide mix of weaponry. Remote charges, rockets, and an anti-infantry weapon are useful.



Drive through the designated warehouse and run over the soldiers inside. Be careful! Damaging the building too much results in instantly failing the mission. There are four targets (and a Light Walker) there. Get out and shoot any of them that dodge. Wait for the hacker team to arrive, then drive east, across the bridge. Allies have arranged a roadblock out there in anticipation of the EDF response.

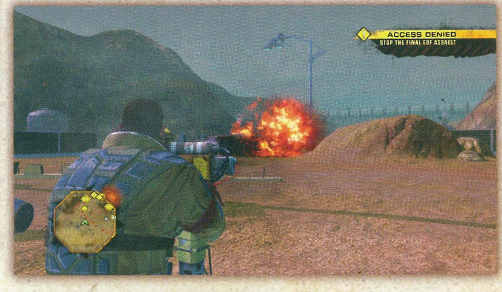
Deploy remote charges and hydrogen tanks along the road. Throw the tanks out there after putting charges on them. This makes it easy to detonate your traps, even from cover. A few waves of transports and their escorts come through. Don't let anything get past you. Those who pass the bombs should be destroyed with rockets.

ACCESS DENIED

When that phase ends, get into a vehicle and pull back to the warehouse. A rocket turret is under Red Faction control on the western end of the street. Get behind the turret and line up your shots in advance. The enemies have diverted from your previous roadblock and are coming down the road to your north.

Waste each vehicle that turns the corner. The rocket turret doesn't have too much punch, so put extra shots into everything. The debris from the early casualties makes it even harder for future EDF transports to get through. They'll be sitting ducks.

The hack team takes a minute or two to finish their task, then they extract. Watch for their truck to pass and be sure not to shoot them! Stay in the turret and continue providing cover until Hugo clears you to leave. A new mission opens as soon as this one ends, provided you've reduced EDF Control to 0. There's always more work to do.



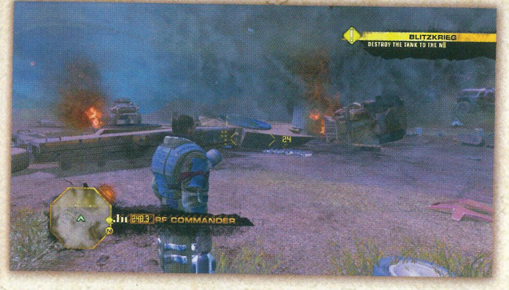
BLITZKRIEG

Difficulty	Location	Objective	Completion Bonus
	Southeastern Oasis, Near Map Point 19	Protect Oasis from an EDF tank assault	+100 Salvage

Your last mission in Oasis is short, but it's rough. Take rockets, remote charges, and either the nano rifle or a fully upgraded grinder. Also consider an arc welder for hijacking tanks. There's a Combat Walker located nearby and it could help in a big way.

Your duty is to defend Oasis from attack by five EDF tanks. The first comes from the south, then two come from the north. Use the arc welder to decimate the first tank's crew, hijack the tank, and use it to lay waste to the four remaining tanks. The final attack is a pincer assault with one coming up north and the other down south.

Meanwhile, rank-and-file EDF soldiers are pouring through the gaps. They're attacking everything that moves. They complicate the battle considerably because you can't stay out in the open for very long without getting shot to pieces.



The first three tanks are soon to be scrap. Lay in ambush and defeat them with remote charges. Fewer enemies are attacking in this part of the battle, so you can rush the tanks and plant the charges on them without too much risk.

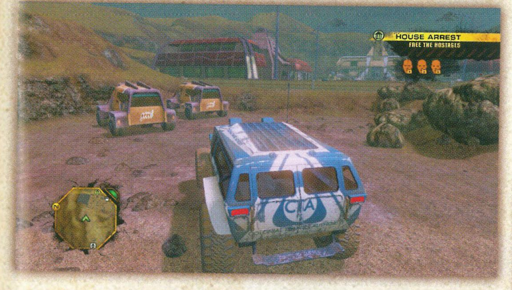
The pincer stage is when everything goes to pot. Grab a fresh vehicle (military or otherwise) and race up to each tank in turn. Hop out and unleash rockets as quickly as possible. Two magazines of rockets do the trick against each tank, and if you've purchased the upgraded supply for the rocket launcher, you won't have to resupply to beat the mission.

Killing the last tank almost immediately completes "Blitzkrieg." Even if you're about to die, make sure that last tank goes up in smoke as well and you should make it through.

GUERRILLA ACTIONS

HOUSE ARREST #1

Location	Goal	Reward
Central Oasis, Map Point 11	Save three colonists from the Oasis Town Center	+25 Control & +25 Morale



It's a pleasant drive from the safe house to the Oasis Town Center. Everything appears safe until you approach the place they're using to interrogate the prisoners. That's when you see the turrets, the soldiers, and the almost literal sign that says, "don't come here unless you want to die."

Bring a heavy vehicle up to the Town Center and drive over the turret gunner in front. Break through the wall of the house and immediately head upstairs to locate two of the captives. Free them while fending off the guards, then drop to the first floor at the back of the house to find the final hostage.

HOUSE ARREST

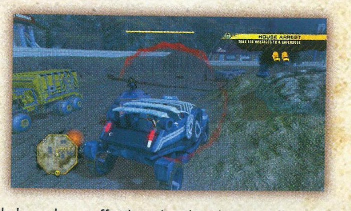
Get everyone into your transport and back it out of the rubble. Many of the soldiers have heavier weaponry, so it isn't easy to get everyone out alive. Drive back to the Oasis safe house and drop off your people.

HOUSE ARREST #2

Location	Goal	Reward
Central Oasis, Map Point 20	Save two captives being held to the east	+25 Control & +20 Morale

Your contact has information about two captives. Talk to the person at Map Point 20 and drive your vehicle east afterward; the interrogation house isn't far. Both captives are being held inside, with soldiers watching from every angle.

Don't use explosives; there isn't any room in the building for error. Take direct-fire weaponry and kill all soldiers you see. Untie the two hostages and get them out to your escape vehicle as quickly as possible.



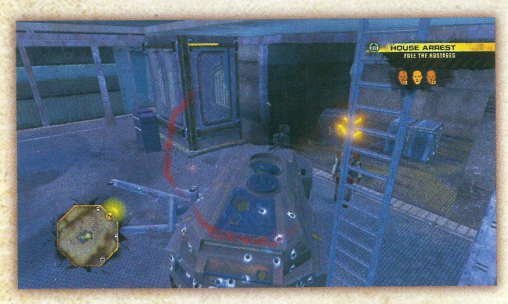
The nearest safe house is back in the Badlands. Drive your friends there and drop them off. The alert level is usually orange during this action, so there aren't any tanks to dodge!

HOUSE ARREST #3

Location	Goal	Reward
Western Oasis, Map Point 3	Save three captives deep inside the Industrial Park	+25 Control & +25 Morale

This isn't a good situation. Three Red Faction loyalists are being held in the Industrial Park. There are more than enough soldiers to watch the entire region, even if you've already devastated the complex. If you don't care about completing every guerrilla action, this would be the one to skip.

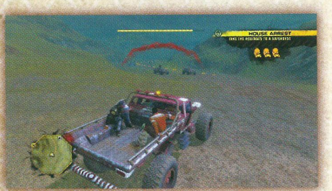
However, many of us like to beat everything under the sun, and here's how to beat this toughie. Obviously, get your full loadout of equipment. For extra firepower, ditch the remote charges. Come with full anti-infantry gear. The nano rifle, grinder, and rocket launcher will be fine.



Drive around the corner and immediately ditch behind the building where the hostages are held. A roadblock containing two heavy turrets and additional vehicles is ahead. Fighting them head-on is a fool's errand.

Instead, hide behind the building and peck at people. Snipe at range, use rockets to destroy the vehicles and turrets, and switch to the hammer for clearing soldiers that are getting too close. Be a chicken! Take cover behind the walls each time you take damage. You're enough of a hero simply for showing up. Don't be a martyr as well.

Move into the building after the bulk of entrenched enemies is dead. Free the captive on the first floor, among the boxes. Climb the nearby ladder and free another hostage. The guards on the second floor have often come down already, so you should be clear.



Climb a final ladder in the middle of the building and get the last prisoner from the balcony. Crouch while walking on the balcony to avoid enemy snipers. Get the hostages back to the first floor and leave via the southern exit. Jump into the large truck that's parked out there and drive back to the safe house, stopping for nothing.

HOUSE ARREST #4

Location	Goal	Reward
Northeastern Oasis, Map Point 14	Grab two prisoners from the south and get them to safety	+25 Control & +20 Morale

A new house arrest opens after your computer hacking in the "Access Denied" mission. Drive to the northeastern region of Oasis and talk to your contact. There are two hostages in the south, and both are being questioned about their involvement in the warehouse fight.

HOUSE ARREST

HOUSE ARREST

There aren't many turrets or heavy vehicles in the area around the interrogation house. That's good news. However, there are many soldiers, more than usual even, and a red alert sounds fairly soon after your attack begins.

One hostage is on the first floor, and the other is on the second. The stairs are on the outside of the building, so it's better to get the upstairs captive first. Then, you can break through the floor and hop down to the lower person without having to go outside. Stay indoors until you receive guerrilla reinforcements. They'll provide cover while you get the others to safety.

GUERRILLA RAID #1

Location	Goal	Reward
Northeastern Oasis, Map Point 12	Take out the building to the southwest	+30 Control & +10 Morale

Two Red Faction insurgents join you at Map Point 12. Take a vehicle with extra seating and bring those fighters to the southwest. Park around the corner before beginning the assault, and take out a precise, long-range weapon—like the nano rifle. Use that to kill the turret gunners on the building roof. Those soldiers can almost hold the building by themselves if you don't intervene.

The remainder of the battle is a standard assault. Rocket spreads bring down most of the building at range if you are shy about charging ahead of everyone. As soon as the walls drop, your action is complete.

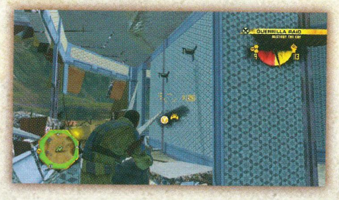
GUERRILLA RAID

GUERRILLA RAID
DESTROY THE EDF

GUERRILLA RAID #2

Location	Goal	Reward
Southeastern Oasis, Map Point 18	Destroy a residential property where EDF soldiers stay	+30 Control & +10 Morale

EDF soldiers have seized a residential property and made barracks for themselves inside. Drive there with your three allies and ride over the western hill to get the drop on them. Smash through the entrance and lay remote charges inside the structure. Or, stay on the hill and assault the place from range with rockets. Collect salvage and loot the area for supply crates when it's all over.



GUERRILLA RAID
DESTROY THE EDF

GUERRILLA RAID #3

Location	Goal	Reward
Central Oasis, Map Point 16	Bring down the compound to the south	+30 Control & +10 Morale

Several Red Faction fighters are about to go after a compound nearby. The buildings have high walls, reinforced positions, and quite a few protectors. There are marauders defending the main building, but you won't have to face too many of them if you take the back way in.

GUERRILLA RAID

Drive off the road and go around the northern perimeter of the site. Break through the walls in that area to avoid almost all of the defenses. You have a clean run on the primary building. Use rockets and remote charges for a fast win, then extract before you have to fight everything that's coming back in your direction.

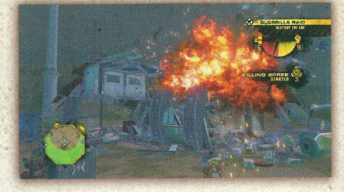
GUERRILLA RAID
DESTROY THE EDF

GUERRILLA RAID #4

Location	Goal	Reward
Western Oasis, Map Point 5	Destroy a building in the industrial area of Oasis	+30 Control & +10 Morale

GUERRILLA RAID
DESTROY THE EDF

Three guerrillas accompany you to the Industrial Park in the northwestern Oasis region. There are many Kuroari Industries sites in the region. A few other major companies are represented here as well.

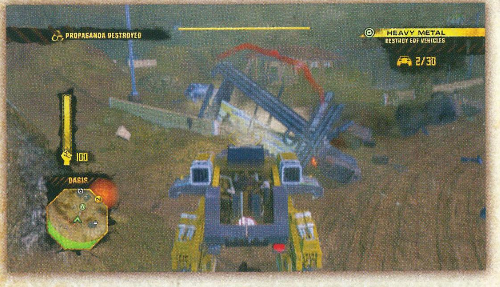


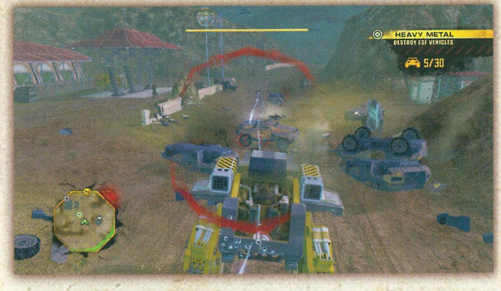
A fast hit-and-run is your best bet for survival. Ram the center of the building and break out the far side. Hide back there and use rockets and charges until the structure falls, then get back in your getaway vehicle. For more aggressive players, a better use of your time is to stay deployed and hit the Industrial Park while you're there. This causes a massive hit to the EDF Control of Oasis.

HEAVY METAL #1

Location	Goal	Reward
Southeastern Oasis, Map Point 19	Destroy 30 EDF vehicles	+10 Control & +75 Salvage

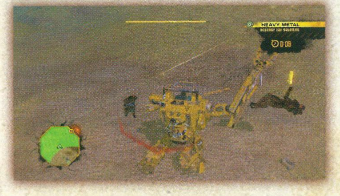
Use a Combat Walker to destroy 30 vehicles by a three-way intersection. The enemies come from the north and south, and none of them are armed well enough to stop a Combat Walker; they don't get either tanks or air support. This guerrilla action is a free ride! Have fun with your missiles.





HEAVY METAL #2

Location	Goal	Reward
Northern Oasis, Map Point 6	Kill 80 EDF troops with a Light Walker	+10 Control & +75 Salvage



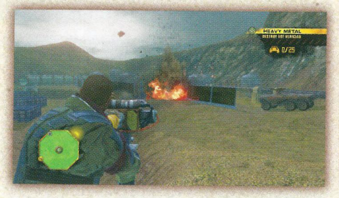
It's been quite some time since you got to slaughter infantry with a Walker. Why not get paid for doing it! Get in the Light Walker and jump to the center of the combat area; the place where you start is too close to the edge and can give you problems if you chase enemies.

Stay toward the center and smash transports as they arrive. The numbers add up quickly. Be careful to avoid the fuel barrels and gas storage towers in the yard. Bumping into those with your Light Walker sets them off, inflicting solid damage to your prized piece of machinery.

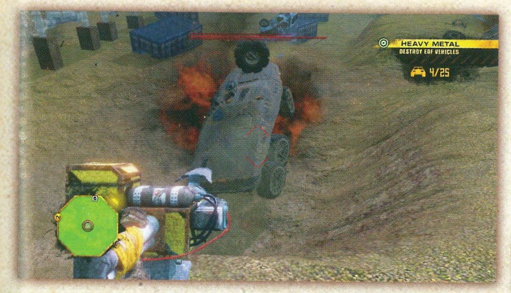
HEAVY METAL #3

Location	Goal	Reward
Western Oasis, Map Point 4	Destroy 25 EDF vehicles with your turret	+10 Control & +75 Salvage

There aren't any Walkers or tanks in this heavy metal action. Instead, you use a rocket turret to defend a scrap yard from enemy assault. Watch the eastern hills as enemy transports move in. Start shooting at maximum range, but focus closely on the targets that make it past the fences.



It's easy to stem the flow of vehicles early on, but infantry can make your life nasty, brutish, and short. Shoot transports until they fully explode. Otherwise you run the risk of having one survive long enough to deploy troops. They'll run around and give you a real headache, especially if they flank your turret.



FREE LOOT!

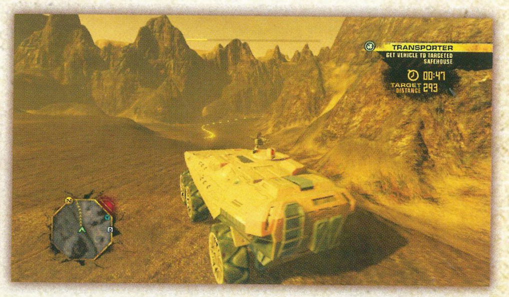
Nobody guards the storage tanks in this yard. They're worth a ton of salvage, and you can destroy them at leisure. There is also a radio tag, up the western hill.

TRANSPORTER #1

Location	Goal	Time	Reward
Central Oasis, Map Point 10	Drive the EDF transport to the Badlands safe house	3:00 (2:20 for Pro)	+100 Salvage

This action takes quite a bit of setup time. You can't easily drive the transport out of the EDF station without getting shot to pieces. That's a lot of frustration for a tiny transporter run, eh?

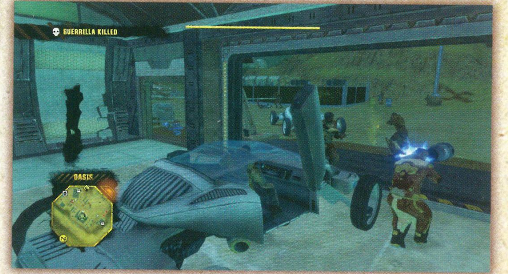
To avoid the hassle, siege the Convoy Station and destroy its walls, buildings, and supply crates ahead of time. This nets you a massive amount of salvage, but it also clears the way for your future transporter escape. Win-win! And for another perk, you make it out of the base much faster when you don't have to dodge the walls. You can make Pro now that the base is gone.



Hug the walls in the Badlands rather than taking the assigned route. Off road driving is still fast and you can shave off a number of seconds by being direct. Watch out for tanks though; the red alert is still active, and EDF patrols are watching for you. There aren't many foes in the way, but you sure need to dodge the ones you see.

TRANSPORTER #2

Location	Goal	Time	Reward
Northwestern Oasis, Map Point 1	Drive the car back to the Oasis safe house	1:20 (1:10 for Pro)	+50 Salvage



This is a true racing challenge. Your route is short and the car is fast as lightning. There is only a 10-second window between minimal success and a Pro race, and neither is too brutal. Destroy as much of the northern Industrial Park as you can ahead of time to reduce enemy interference.

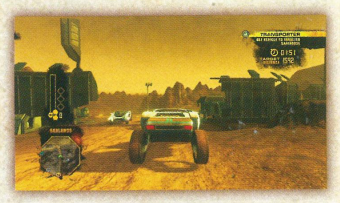
Use natural deceleration or light braking to make your turns. Though the racing car can make power slides, there aren't any turns on this route that warrant extreme maneuvers until you're back by the safe house. Then, you can either turn down the cliff to reach the circle early, or you can power slide by the cliff if you're following the normal route.

TRANSPORTER #4

Location	Goal	Time	Reward
Western Oasis, Map Point 4	Drive to the safe house in the Badlands	3:10 (2:45 for Pro)	+75 Salvage

An orange alert sounds as soon as you start the car's engine, but the EDF doesn't chase you too aggressively on your way to the Badlands. It's just a smattering of attacks by EDF troops and then some marauders. Time is your real enemy.

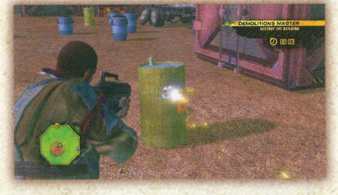
The base time is quite soft for this action, but the Pro time is fairly aggressive. Watch the road carefully and break from your assigned path every chance you get. There are the usual Badlands off road shortcuts, but even in Oasis there are a few spots where it's best to cut across terrain.



DEMOLITIONS MASTER #1

Location	Goal	Tools	Reward
Parker, Map Point 6	Destroy the building in under 0:45 (0:25 for Pro)	Sledgehammer, 120 x Assault Rifle Rounds, 14 x Barrels of Fuel	+50 Salvage

This one's a cinch! You have plenty of bullets, and there are fuel barrels all over the place. Look inside the building and take note of all the barrel locations. The barrels on the main floor aren't quite enough to bring the building down. What a shame. You don't need to bring more into the building from outside (and, indeed, you can't). However, if you look up, you can see that there are more barrels on the roof. A glass ceiling prevents the fuel barrels from falling, but they're easy to shoot from your position.



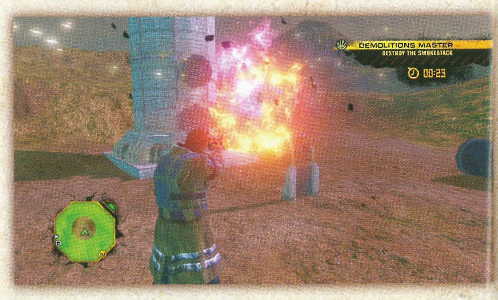
Destroy the fuel barrels on the first floor as soon as you get a line of fire on them. Put only a short burst of fire into each; though they take a second to explode, be assured that the barrels will all detonate after they've been shot even a tiny bit.

Then, aim up and put a long burst through the glass, into a barrel. This wastes the roof and finishes the challenge early. You're looking at 15 seconds even without practicing the technique.

DEMOLITIONS MASTER #2

Location	Goal	Tools	Reward
Parker, Map Point 7	Destroy the building in under 0:40 (0:10 for Pro)	3 x Pistol Bullets, 1 x Hydrogen Tank	+75 Salvage

Accuracy is everything for this challenge. You either beat this one almost immediately or it's going to take a few runs and many misses. If you get the tower down at all, it's likely to be a Pro time.



Sprint to the Hydrogen Tank, aim toward the top of the tower, and throw. Shoot the tank in the air and watch everything come tumbling down. It's fairly easy if you're a fan of sniping weapons.

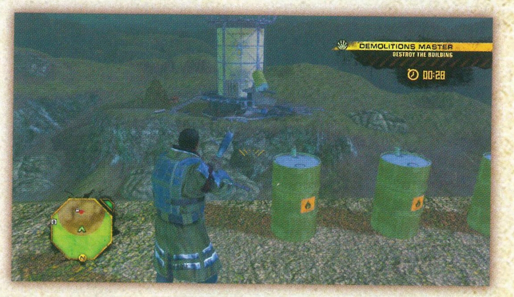
DEMOLITIONS MASTER #3

Location	Goal	Tools	Reward
Parker, Map Point 8	Destroy the building in under 0:50 (0:10 for Pro)	Sledgehammer, 8 x Fuel Barrels	+75 Salvage

There are two ways to do this challenge. For those who are just trying to get things done and move on, charge the main building and hammer it down. You'll never get a Pro time (or even come close). But it works.

For the more adventurous types, use the fuel barrels near the action terminal. To get them to the building you have to swing the sledgehammer at them (overhand style). Point your body toward the tower or a tad to the left to compensate for your hook, and let 'er rip.

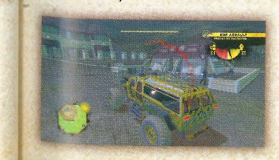
It's possible to destroy the whole tower with a single barrel if you get the swing just right. Swing very close to the barrels when you're launching them. If you stand even a little bit back they won't fly as fast, far, or hard. It won't take long to practice this, and the salvage reward is nice. Give it a go!



EDF ASSAULT #1

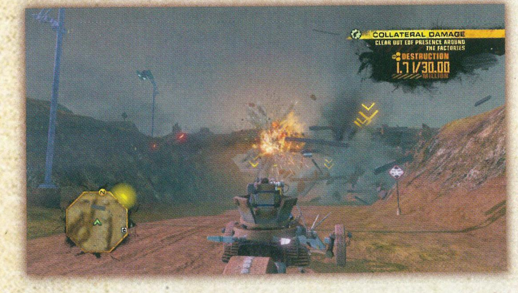
Location	Goal	Reward
Northeastern Oasis, Map Point 15	Help guerrillas defend against an EDF attack	+30 Control & +15 Morale

The EDF doesn't make a long assault against this Red Faction house. They come in fast and with heavy transports, but you only need to beat that major wave to win the fight. Use rockets to destroy the transports before EDF soldiers can deploy. Enjoy your Killing Sprees!



COLLATERAL DAMAGE #1

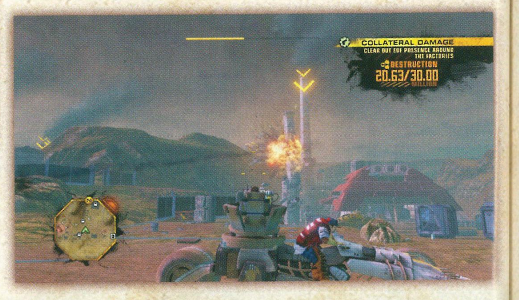
Location	Goal	Reward
By Map Point 9	Destroy $30 million worth of EDF targets	+40 Control & +10 Morale



Approach this in a new way. Normally you try to hit the buildings first and deal with military threats in between the major areas. That doesn't work as well here. Gunships and checkpoints do substantial damage to Jenkins' ride, and you'll lose it all if it gets destroyed.

Additionally, you can get major bonus points for taking out the gunships. It's not hard when you work at it with both the machinegun and rocket turrets. The machinegun hits the most and does the bulk of your damage, but a lucky shot with the launcher ends your fight instantly.

So swap your routine. Kill military targets first, and only hit the buildings when you're clear enough to risk a few shots. Gunships and transports alone can net you well over $20 million if you work at it, so only a few buildings need to be destroyed to make your goal.



DESTRUCTIBLE TARGETS

EDF CONVOY STATION

Location	Importance	Protection
Central Oasis, Map Point 10	High	High

The EDF shouldn't get to drive on the people's roads. Tear apart their Convoy Station to reduce EDF Control in the area. Steal a vehicle with decent climbing power and drive up the southern slope near Map Point 10. The vantage point from that position lets you assault the Convoy Station in relative safety.

Take out the main building and target any turret gunners. The gunner on the right is your best bet because he has a good shot at your location. Otherwise it's a cakewalk from where you are.

Descend (in your vehicle) to collect all the salvage when the building comes down. There are also supply crates everywhere, bringing you even more wealth. There are enough enemies that you might not survive this run unless you do really well at bugging out after you get your money. To make up for any potential Morale loss, use rockets or fast sniping to score a Killing Spree. That gets you enough Morale to make the whole event a wash even if you end up on the wrong end of an explosion or two.

ARK POWER REACTOR CORE

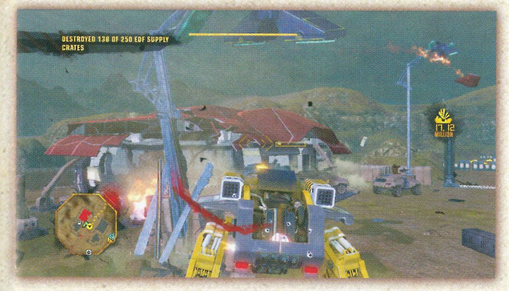
Location	Importance	Protection
Southern Oasis, Map Point 17	High	High

It's tough to get over the mountains for an easy sniping assault on this target, and there are soldiers and guard posts everywhere. What's a Red Faction member to do?

Search the edge of the mountains as you first drive toward Map Point 17. The road south of there leads into the region, and the soldiers don't attack until you go too far west. Somebody left a Combat Walker out here, and it's completely unguarded. Not a smart move on their part.

Use the Combat Walker to destroy everything along the road to the base. Barricades, supply buildings (with their caches of EDF supply crates), and guard posts. Kill everything in site for substantial Killing Sprees. This nets you a noticeable boost to Morale.

When you reach the Ark Reactor, go after the buildings with reckless abandon. Almost all of them reduce enemy Control, and there aren't any civilians here. The only thing to watch out for would be Red Faction members, if they joined the fight.



Gunships are probably going to destroy your Combat Walker (eventually), but by then the base has taken unsustainable damage. Use your infantry weapons to finish off anything that's left.

THE INDUSTRIAL PARK

Location	Importance	Protection
Northwestern Oasis, Map Points 1, 2, and 3	Medium	Heavy

It takes a few minutes to destroy all the smokestacks and targets of lesser importance in the Industrial Park, but the salvage and adrenaline rush both pay off in spades. Bring as much ammunition as you can carry, and note the location of all the ammo crates around the area. Don't get your heart set on any single vehicle; instead, swap vehicles each time you attack a new portion of the installation.

It's best to do this run during or after your assault in Guerrilla Raid #4. You have more allies to work with, and it's nice to give the EDF more than one person to shoot at. There are so many supply crates in here that you can roll over them without even meaning to. Search buildings and look for collections outside as well.

COLLECTIBLES

Supply crates are the gem of Oasis. You find dozens and dozens of them in the Industrial Park and around other high importance targets in this region. Mining isn't so good here. Ore is in short supply, and there aren't especially concentrated areas to seize it.

Radio tags are especially worth your time in Oasis. The military bases here are hard to siege. You can do it with perseverance, but a Mother of All Bombs attack adds style and flash to your assaults. Plus, they're fun to use and are effectively free, even more so if you're a collector by nature.

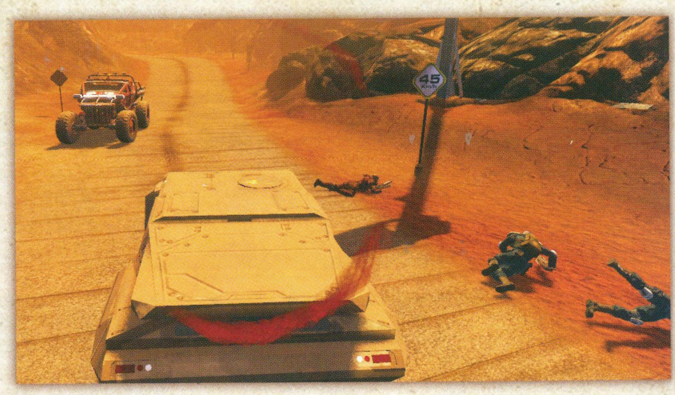
After Oasis is free, come back here and use the new Jetpack to scour for additional radio tags. The same technique is useful back in the Badlands as well, where quite a few collectibles are tricky to reach without some help.

THAT THUNDER ISN'T ARTILLERY.

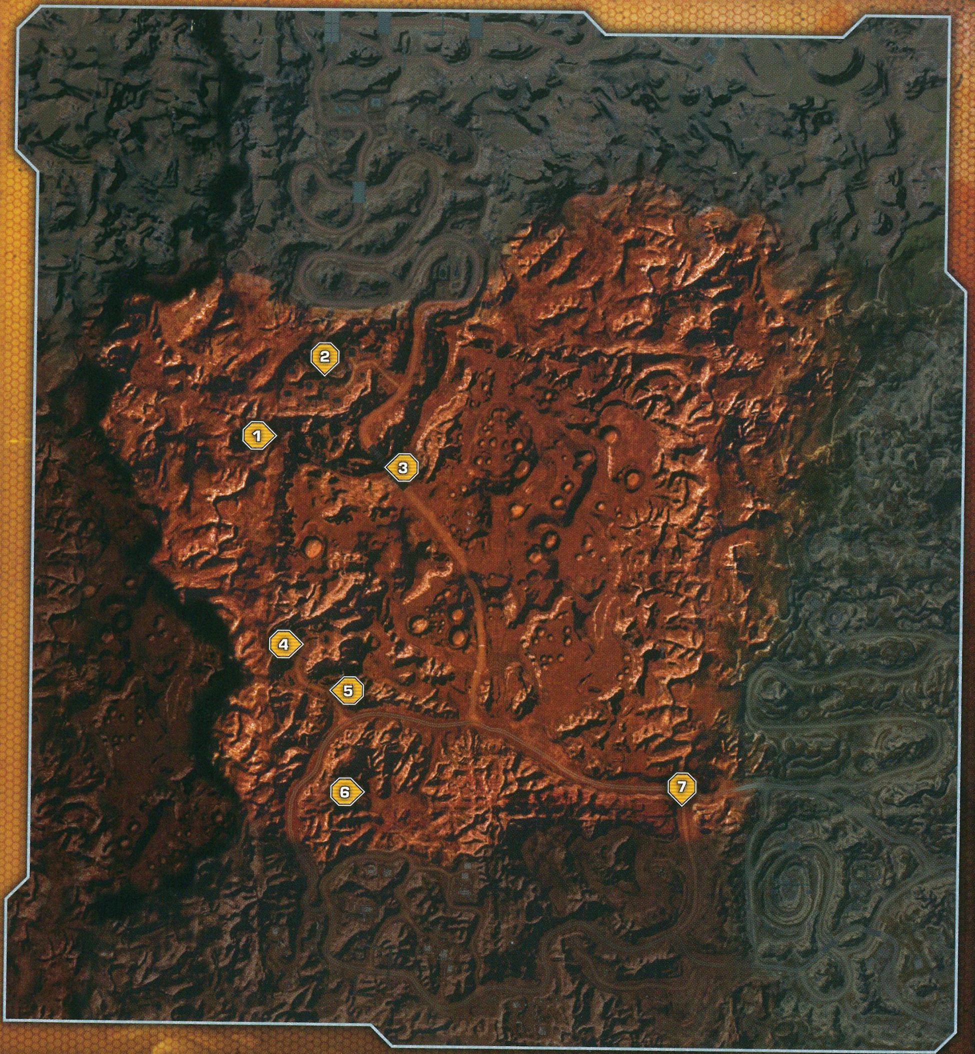
IT'S CHANGE.

The Free Fire Zone is counted as its own sector, but the style and topography of the area are similar to Parker. The reason this sector stands out is because of EDF artillery. The military has virtually walled off access to Eos using the threat of destruction for anyone who comes through unbidden. You're about to change that!

Silence the guns and let people travel freely between Eos and the other sectors. Let everyone understand how the elite and the downtrodden both live. And do not mistake the people of Eos as the enemy. For now they are sheltered from the carnage and misery. Destroy this buffer and unite both factions in fraternity.



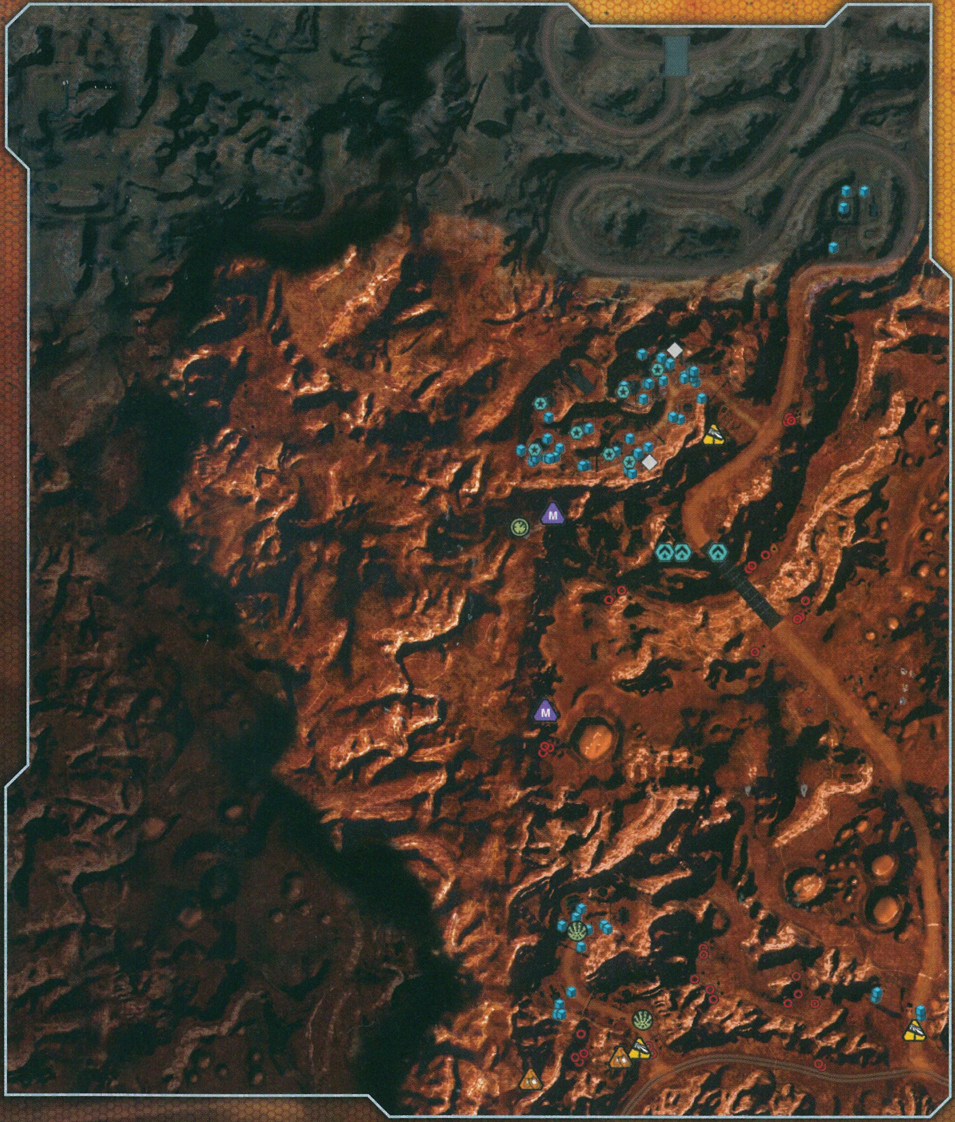
FREE FIRE ZONE



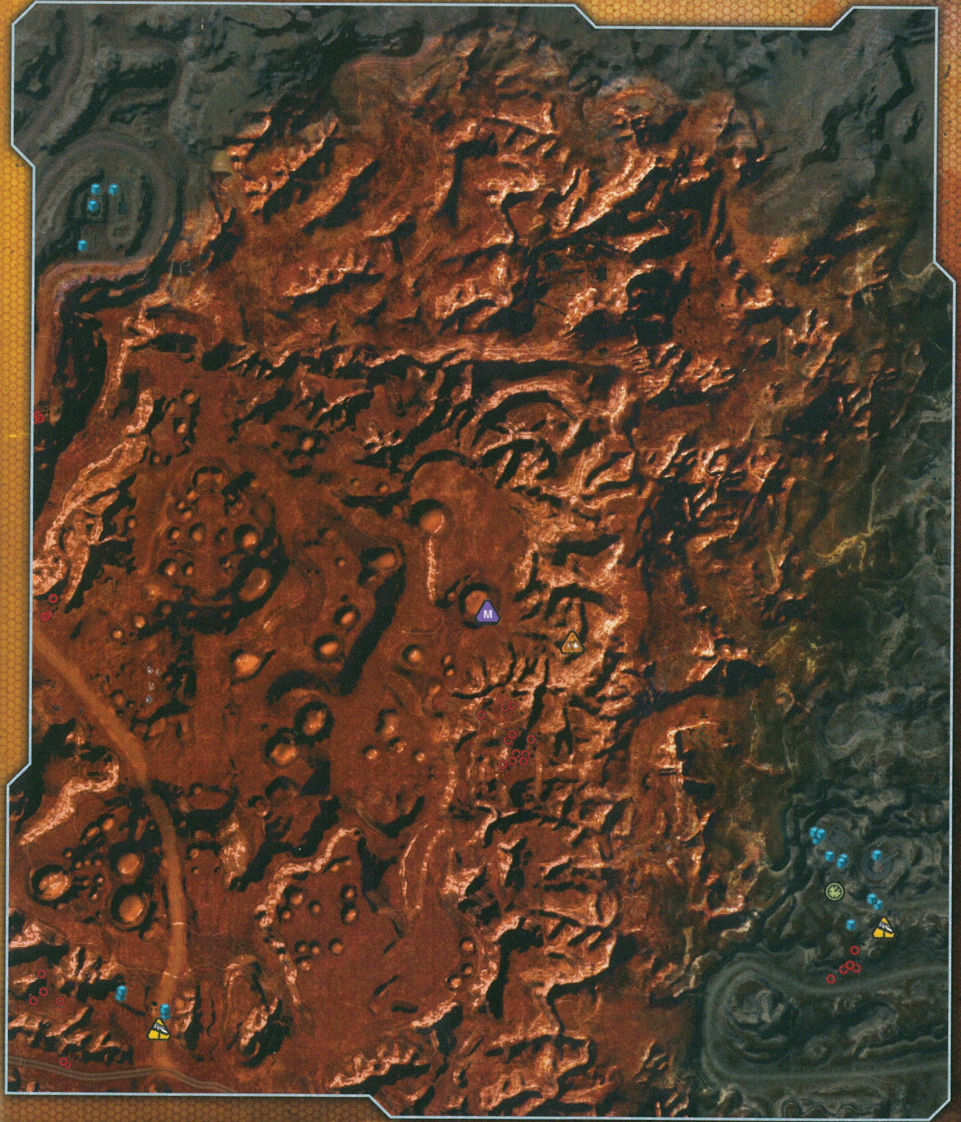
MAP LEGEND

1	Transporter #1	5	Demolitions Master #1
2	Artillery Base	6	Transporter #2
3	EDF Bridge	7	Story Mission (The Guns of Tharsis)
4	Demolitions Master #2		

NORTH WEST



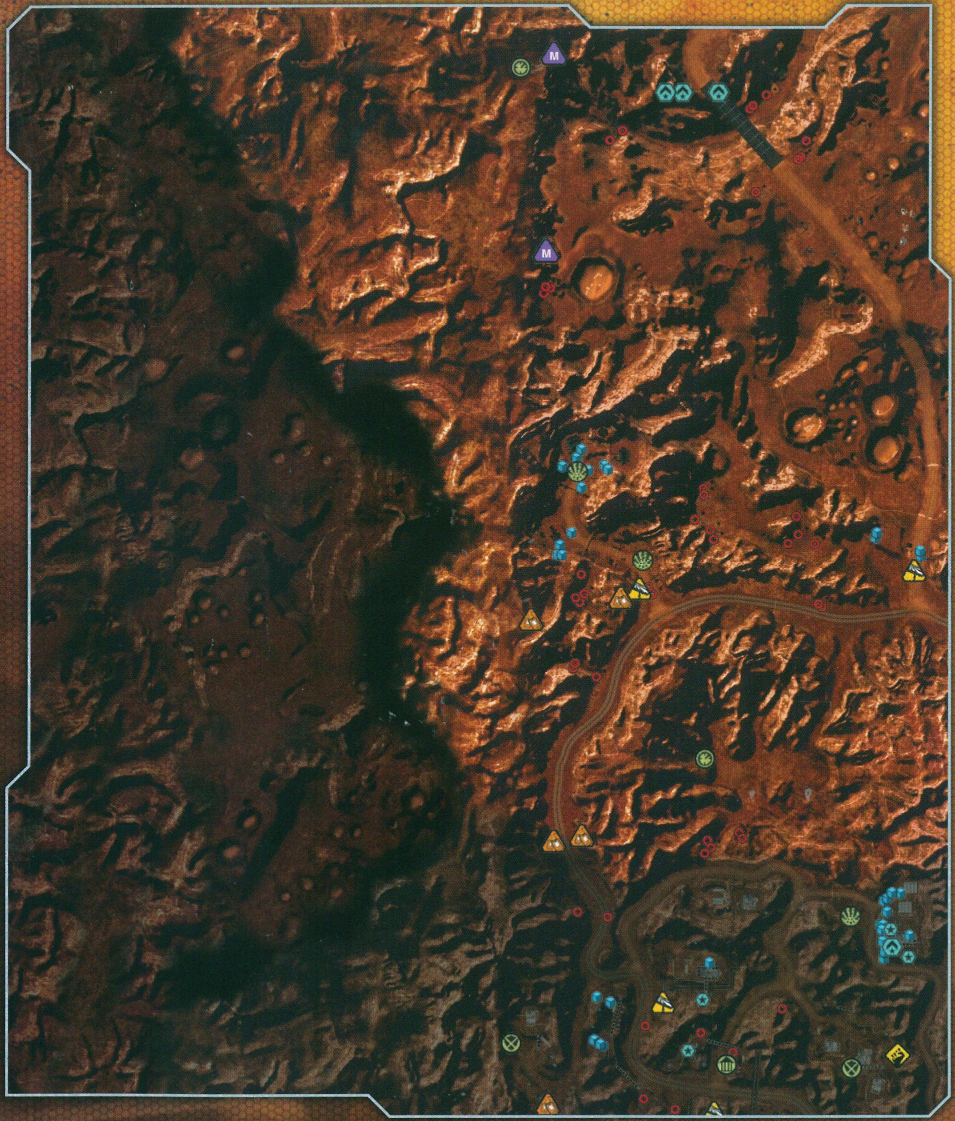
NORTH EAST



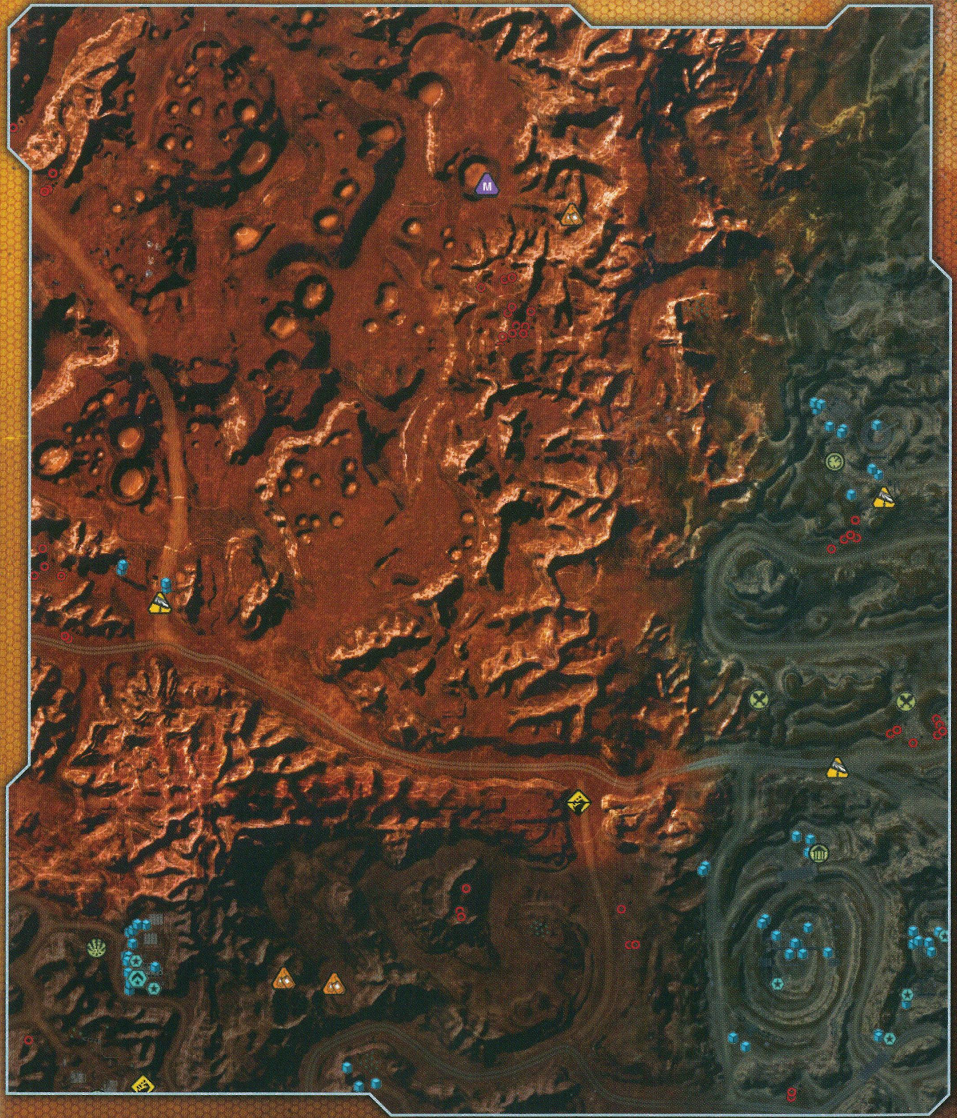
MAP LEGEND

- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

SOUTH WEST



SOUTH EAST



MAP LEGEND

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STORY MISSIONS

THE GUNS OF THARSIS

Difficulty	Location	Objective	Completion Bonus
	Free Fire Zone, Map Point 7	Silence the EDF's artillery	+100 Salvage

THE GUNS OF THARSIS

The first stage of this mission is a driving course. You have to steer carefully through the foothills and proceed from checkpoint to checkpoint throughout the zone. It would be rather standard for a driving course—if not for the constant artillery barrage blowing everything to kingdom come.

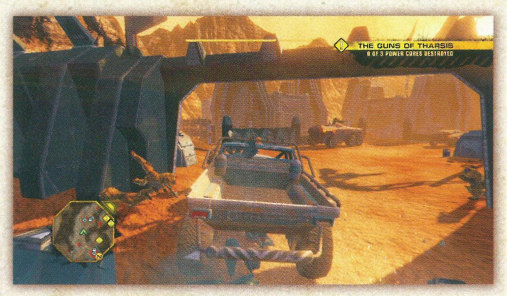
THE GUNS OF THARSIS

Hugo wants you to go as fast as possible, but there isn't a visual timer here. However, there is a hidden timer and it expires if you don't reach the checkpoints quickly enough. All you will hear is a tone as the EDF locks on before the bombs hit you. Going off course or tipping your vehicle would be bad, so don't risk it. Slow and steady wins the race.

None of the checkpoints are far apart, so you don't even need to use the map. Visual reckoning is perfectly fine to get you through to the end of the route. And that's when the fun really starts!

The Artillery Base is filled with targets. Speed up as you reach the outer perimeter and go as fast and as hard as you can into the barricades. Steer for the edge of the area when your vehicle's integrity dips too low. Exit the vehicle and sprint for cover; this is the toughest part of the mission. Everything is focused on you, and you don't have a safe place to get your bearings.

Use the EDF buildings for cover and hide while you recover any lost health. Use your sledgehammer on any soldiers who get close to your position, then start tearing your way into the buildings. Though slow, it's rewarding to take out every defensive structure as you proceed. This lessens the ability of EDF soldiers to fire at your back as you advance; it also nets you dozens of supply crates and quite a few Killing Sprees.



The three Power Cores that power the artillery are marked clearly. Each has a defensive building around it, but you don't have to destroy much to get to the Cores. Hammer yourself an opening, back up, and shoot two or three rockets into the core. Stay back and watch the whole area go up each time. Those are some nice secondary explosions.

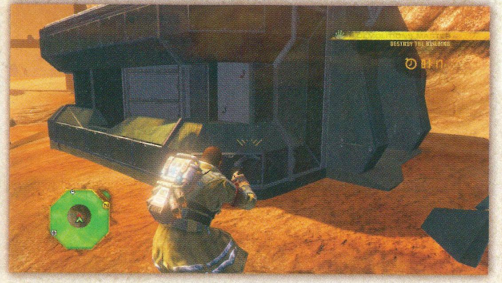
Use ammo crates to replenish your weapons as you advance. EDF soldiers have a few nice weapons as well, if you're fresh out of equipment and need something (anything) for the next few kills.

Destroying the last Power Core silences the guns and automatically liberates the Free Fire Zone. You are free to explore, run Transporter and Demolitions Master missions, and collect items from this area.

GUERRILLA ACTIONS

DEMOLITIONS MASTER #1

Location	Goal	Tools	Reward
Southern Free Fire Zone, Map Point 5	Destroy one building in under 1:20 (0:20 for Pro)	Sledgehammer, 12 x Remote Charges	+50 Salvage



They give you a pretty good hint when you start this action. Instead of setting the remote charges, leaving the building, then detonating everything, try it another way. Set four charges on one side of the building, turn, and approach the other wall. Detonate the first four charges and immediately start placing the new charges.

Sure, it's dangerous, but fame and glory rarely come without risks. Having the jetpack helps because you can shave a second or two by flying up the rocks to the house.

DEMOLITIONS MASTER

DEMOLITIONS MASTER #2

Location	Goal	Tools	Reward
Southern Free Fire Zone, Map Point 4	Destroy three buildings in under 1:45 (1:00 for Pro)	Sledgehammer, Light Walker	+50 Salvage

It takes a bit of finesse to master this challenge. The sledgehammer is useless; your Light Walker is the only means of damaging all three buildings in the given time frame. Making the 1:00 mark requires repeated overhand strikes with the Light Walker.

DEMOLITIONS MASTER

Aim for the outer walls of the buildings and pay special attention to the corners; they are well reinforced there.

Hit the large building nearest your Walker first, then the second large building, and finish with the smallest structure. This gives the toughest targets the most time to collapse from their cumulative damage and lowers your overall time considerably.

Also, make the most of your travel time. Light Walkers have jump jets, as you know. Instead of walking to a location, fly to it. Even better, fly above the target and smash down into its roof as hard as you can. This doesn't do enough damage to bring the targets down immediately, but it starts off the demolition with a strong hit.

TRANSPORTER #1

Location	Goal	Time	Reward
Northern Free Fire Zone, Map Point 1	Drive all the way to the Oasis safe house	4:40 (4:05 for Pro)	+100 Salvage

The route for this challenge goes through most of the Free Fire Zone, over to Dust, the Badlands, and doesn't stop until you hit central Oasis. It's scary, and there isn't as much time as it seems. The initial canyon slows you down the first few times you try it; keeping yourself in the center and avoiding bumps is not easy.

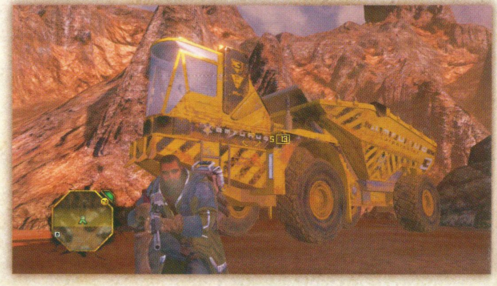
Cut across terrain as you get out in much the same way as you do in the Badlands routes. Open up when you get to the end of the Free Fire Zone. Dust is speedy and doesn't have many worries. The bridge that was destroyed in "Industrial Revolution" is the only quirk. Take the hill to the left of it to avoid a mean spill.

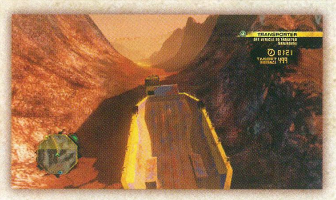
TRANSPORTER
GET VEHICLE TO TARGETED SAFEHOUSE
03:31
TARGET DISTANCE 3270

Slow down as you reach the Badlands. The initial drop into a checkpoint comes suddenly. Make a power slide to avoid overshooting the left turn. The route becomes fairly straightforward after that. The Pro time is quite hard to achieve, so you might want to save that for later, after you've cleared even more content.

TRANSPORTER #2

Location	Goal	Time	Reward
Southern Free Fire Zone, Map Point 6	Drive to the Parker safe house	1:35 (1:25 for Pro)	+25 Salvage





Good, a nice transport that's easy to beat, even for a Pro time. Your vehicle is a heavy construction truck. It's not suitable for high-speed racing or crazy turns. That's not a problem; avoid acting like a speed racer and you won't get into trouble.

Use gentle turns to avoid bumps. Don't wobble or readjust too often; this thing loses speed too easily, and it takes forever to get its momentum back. Steer well ahead of time to avoid traffic or to prepare for turns. Remember: no power slides, no tricky stuff.

The preset route is absolutely fine. You don't need to get creative this time.

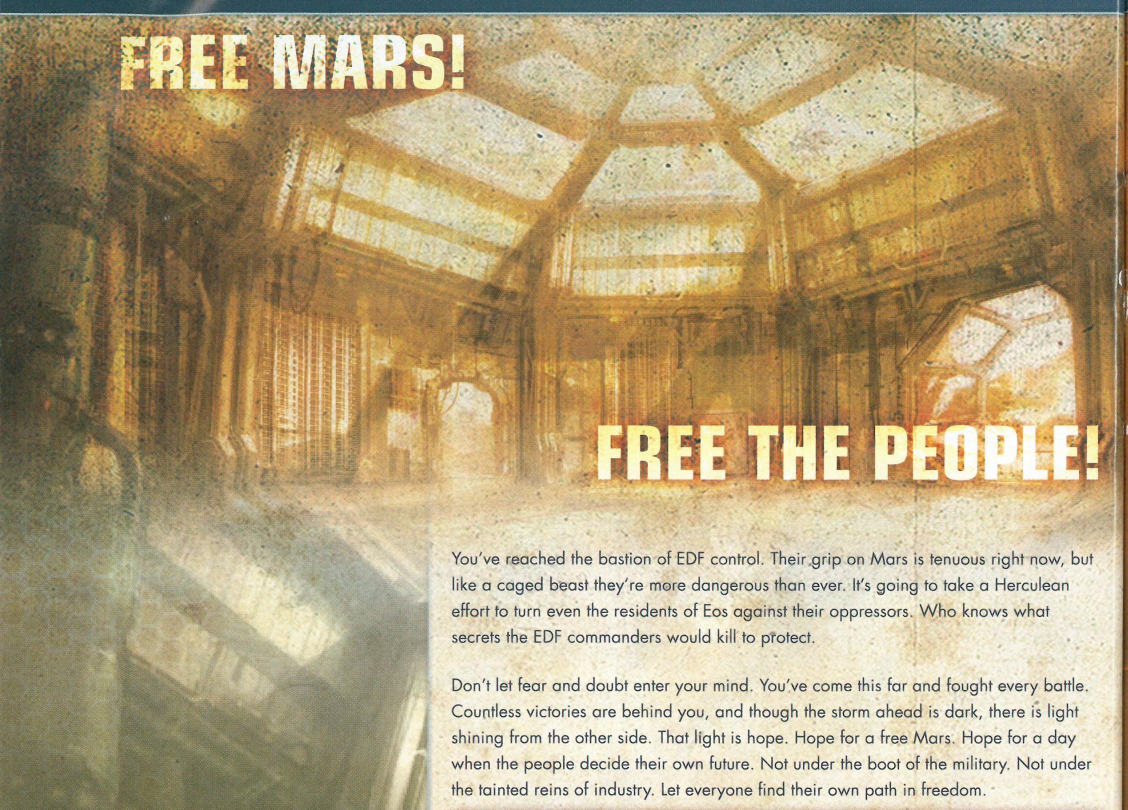
DESTRUCTIBLE TARGETS

The main bridge and the Artillery Base are the only areas where you wreak havoc in the Free Fire Zone. Both of them are trashed during your mission in this area, so they aren't optional in the same way that these targets often are.

COLLECTIBLES

Supply crates abound in the Artillery Base. You also find a good number of these in the southern checkpoints, near the Demolitions Master challenges. The radio tags, as usual, are spread out. Take a jetpack into the wastelands and search for them. Be aware that even the jetpack can't get over some mountains, so you have to approach each site somewhat normally. For example, bring a vehicle and drive close to your target before getting out to jump around.

FREE MARS!

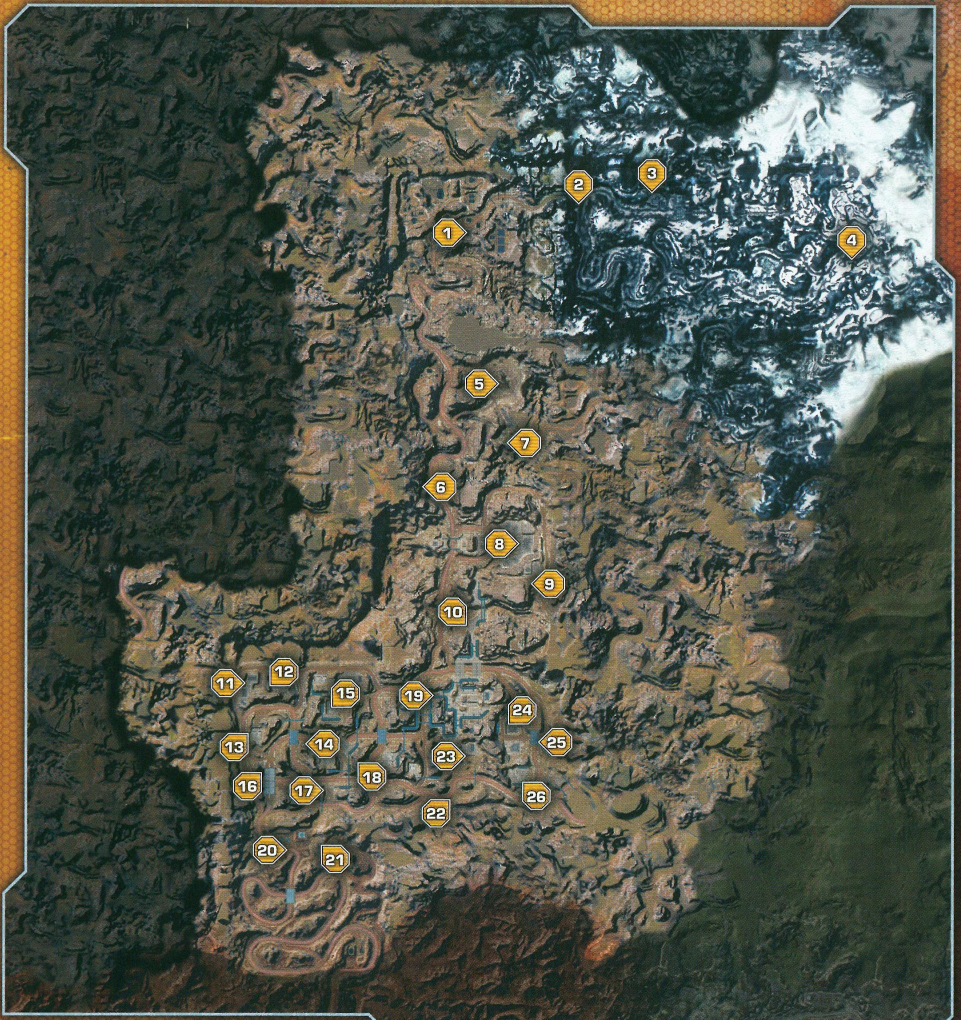


FREE THE PEOPLE!

You've reached the bastion of EDF control. Their grip on Mars is tenuous right now, but like a caged beast they're more dangerous than ever. It's going to take a Herculean effort to turn even the residents of Eos against their oppressors. Who knows what secrets the EDF commanders would kill to protect.

Don't let fear and doubt enter your mind. You've come this far and fought every battle. Countless victories are behind you, and though the storm ahead is dark, there is light shining from the other side. That light is hope. Hope for a free Mars. Hope for a day when the people decide their own future. Not under the boot of the military. Not under the tainted reins of industry. Let everyone find their own path in freedom.

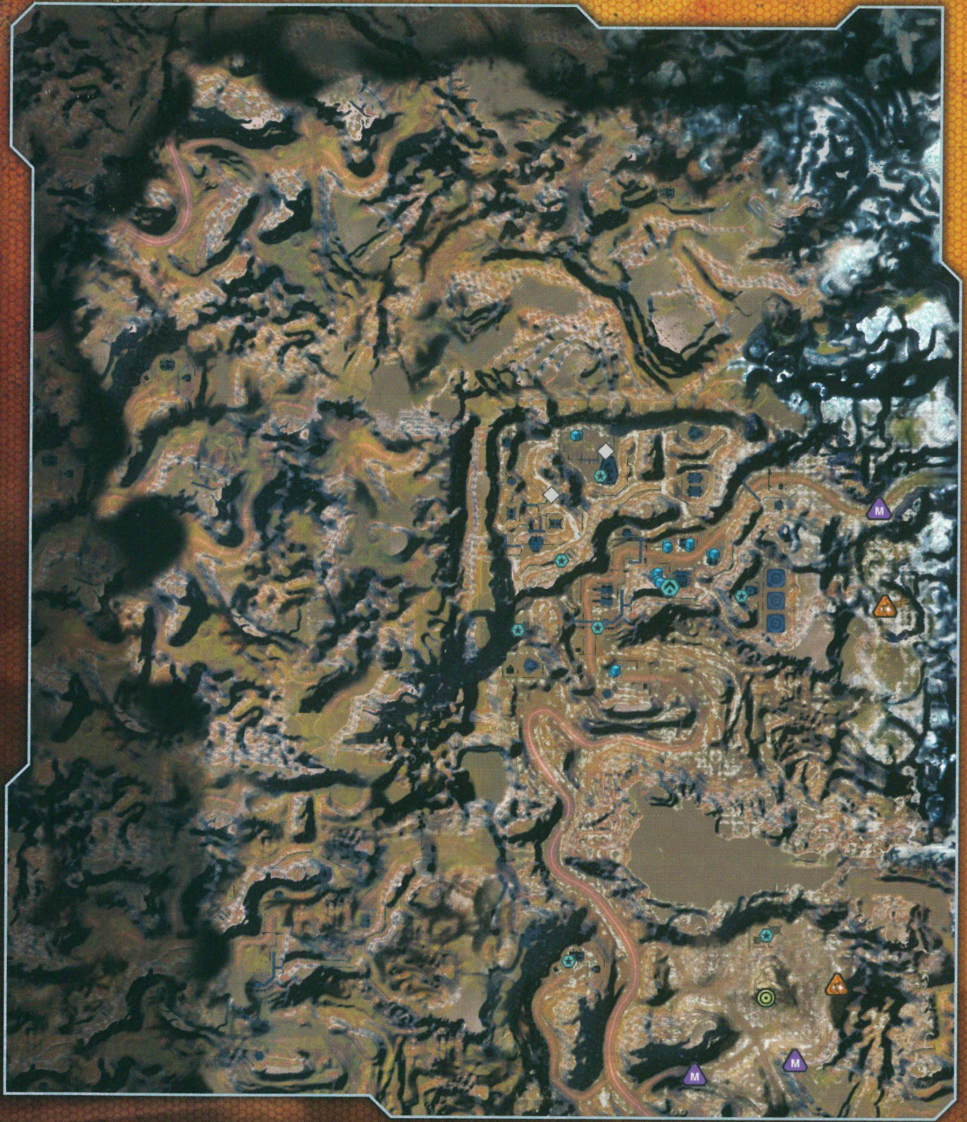
EOS



MAP LEGEND

1	Eos Central Command
2	Story Mission (Mars Attacks)
3	Transporter #4
4	Transporter #5
5	Heavy Metal #2
6	Story Mission (Guerrillas at the Gates)
7	Guerrilla Raid #3
8	Hendrix Hall (High Importance Target)
9	Transporter #3
10	House Arrest #3
11	House Arrest #1
12	Transporter #2
13	EDF Assault #1
14	EDF Assault #2 & #3
15	EDF Assault #4
16	Eos Memorial Bridge
17	Guerrilla Raid #1
18	Story Mission (The Dogs of War)
19	Story Mission (Death by Committee)
20	Transporter #1, Collateral Damage #1, Heavy Metal #1, Story Mission (Manual Override)
21	Safe House, House Arrest #4, Story Mission (Hammer of the Gods)
22	Safe House, Guerrilla Raid #2, Story Mission (Emergency Broadcast System)
23	House Arrest #2
24	Demolitions Master #2, Collateral Damage #2
25	Collateral Damage #3
26	Demolitions Master #1

NORTH WEST



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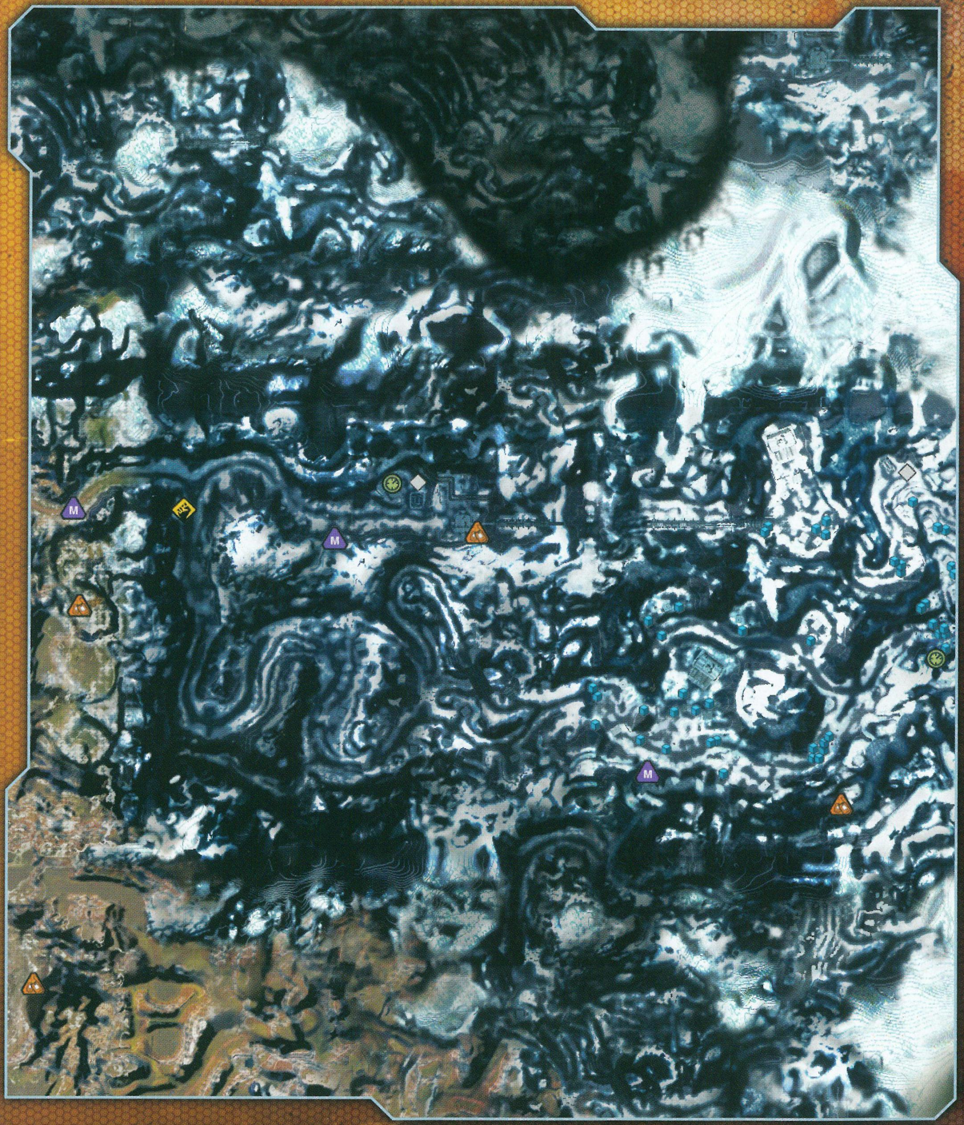

MAP LEGEND

- Mission
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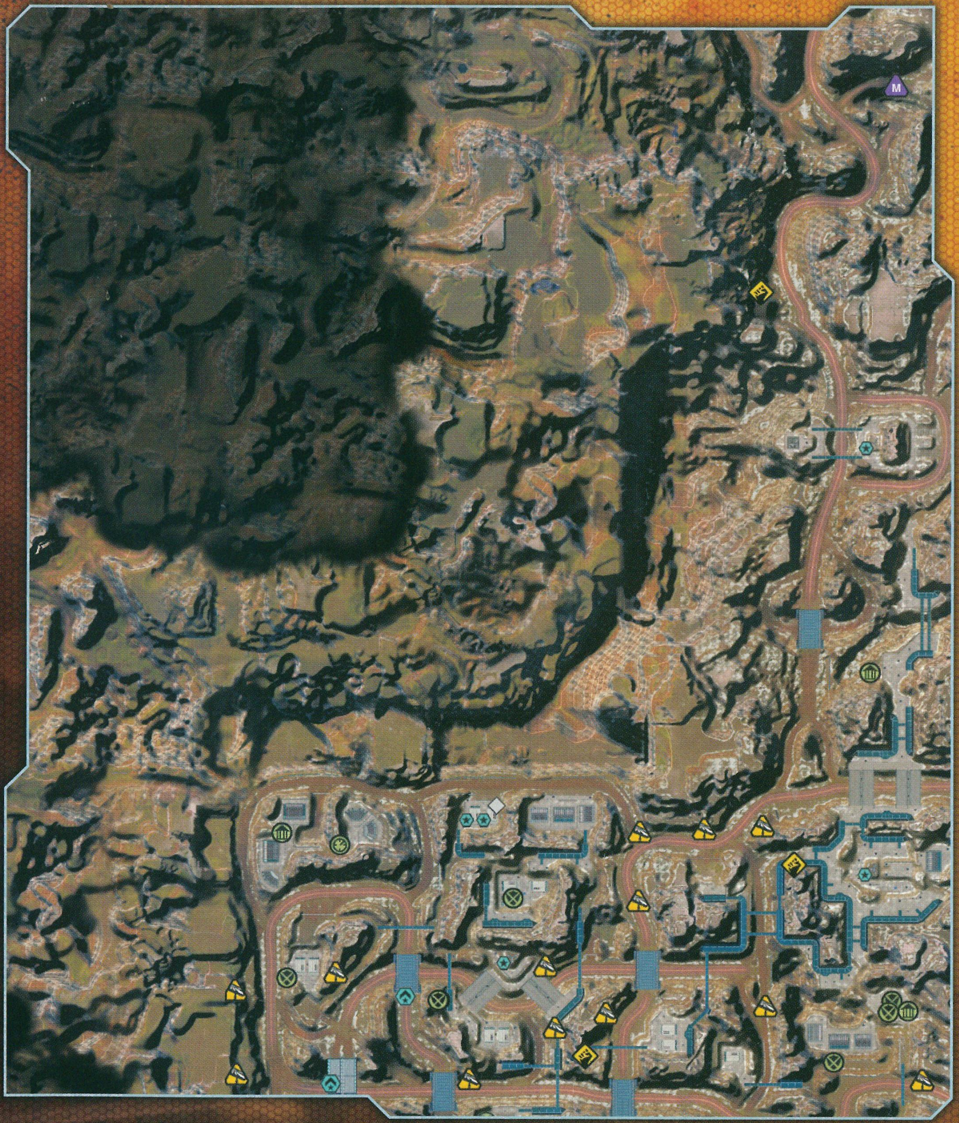
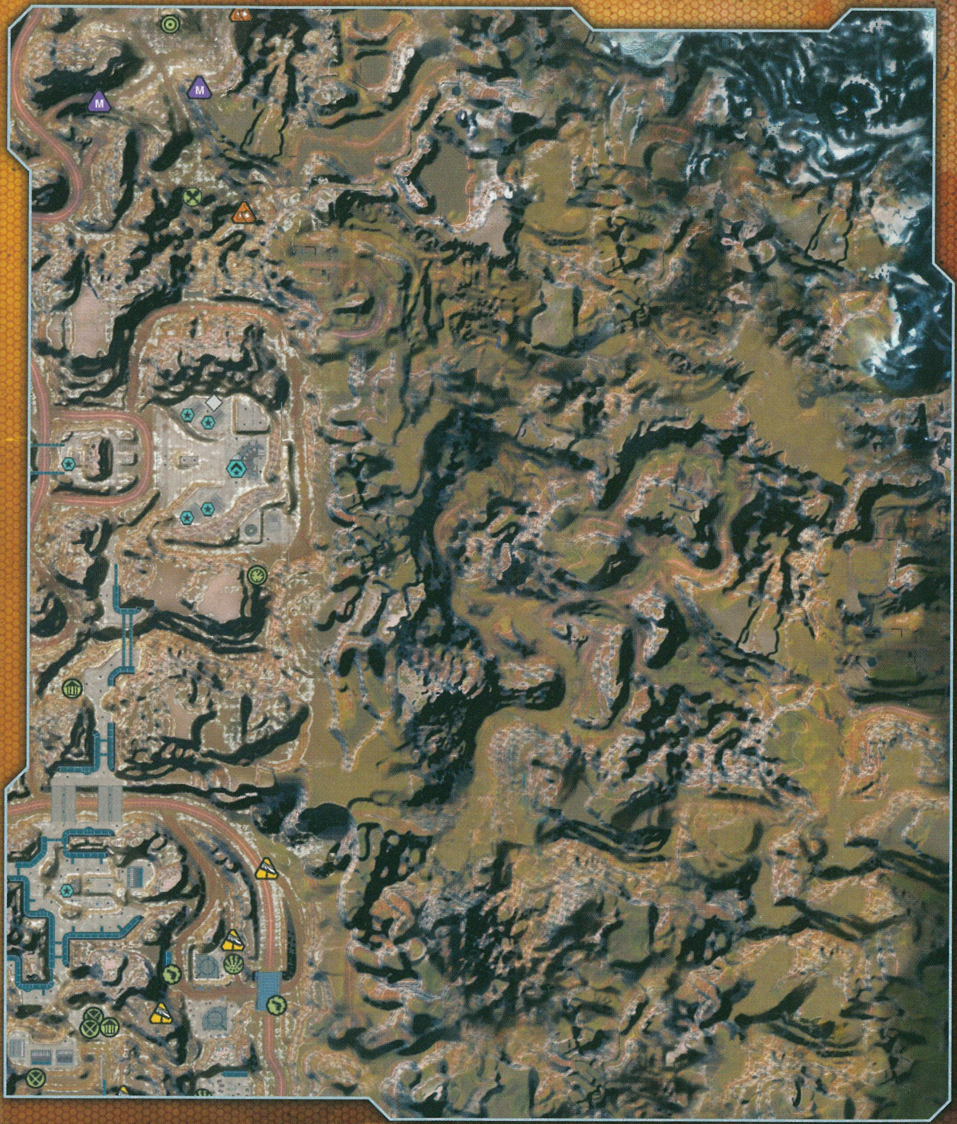
- Blast From The Past
- M M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- ◇ Singularity Bomb

MID WEST



MID EAST



MAP LEGEND

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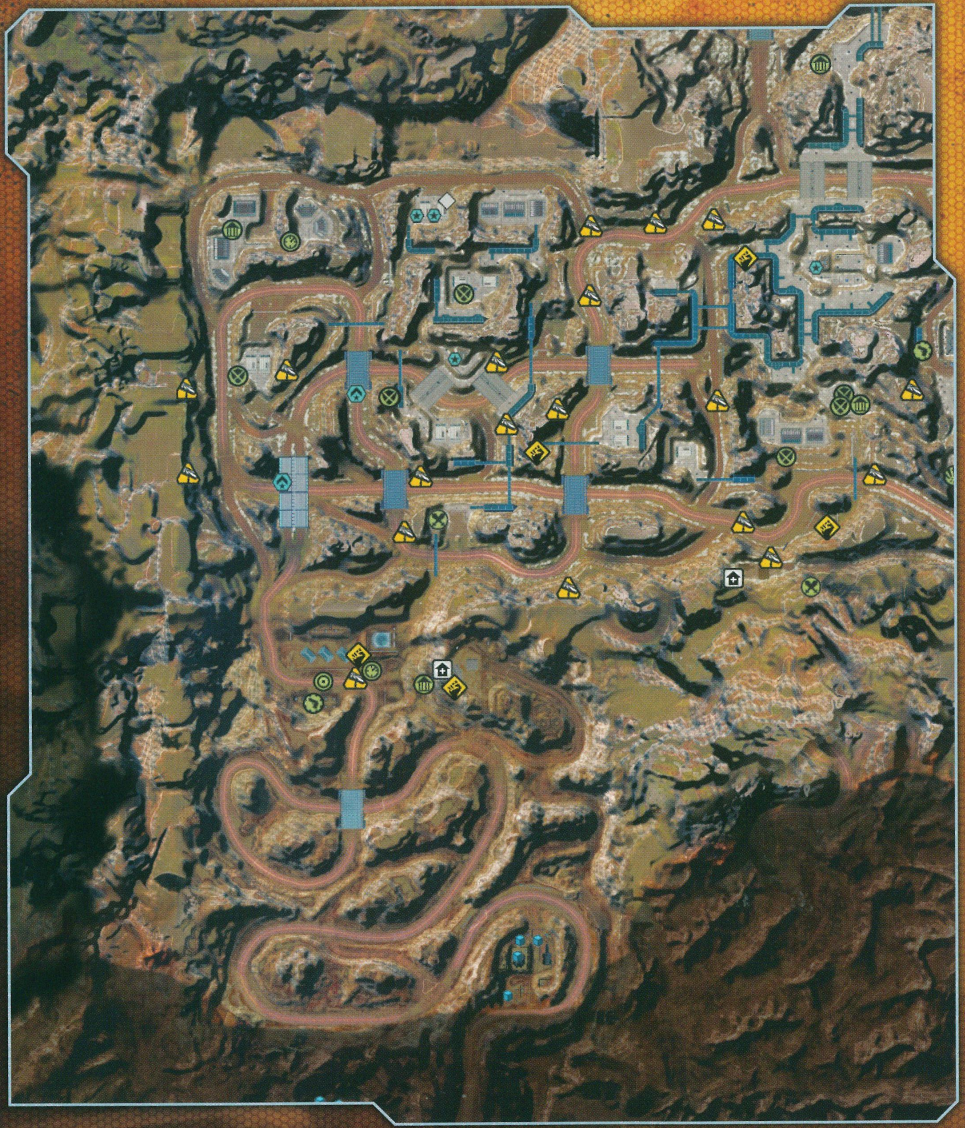
SOUTH WEST



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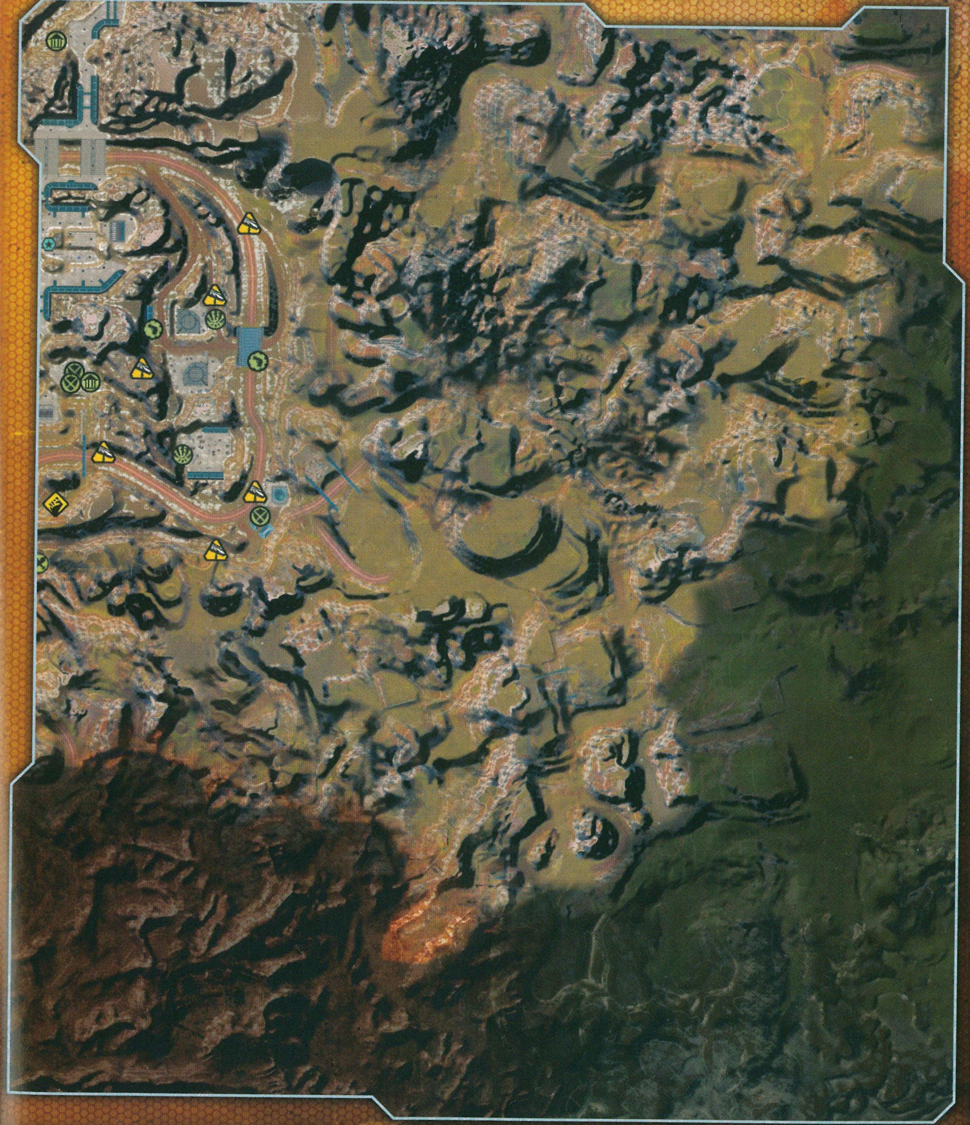


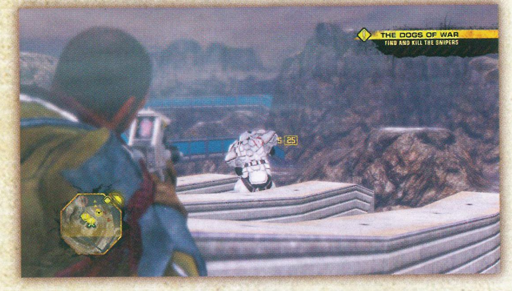
MAP LEGEND

- Mission
- Collateral Damage
- Demolitions Master
- Heavy Metal
- House Arrest
- Guerrilla Raid
- EDF Assault
- Transporter
- Propaganda
- Blast From The Past
- M M.O.A.B.
- Safe House
- Crate
- Ore
- Medium Importance
- High Importance
- Singularity Bomb

STORY MISSIONS

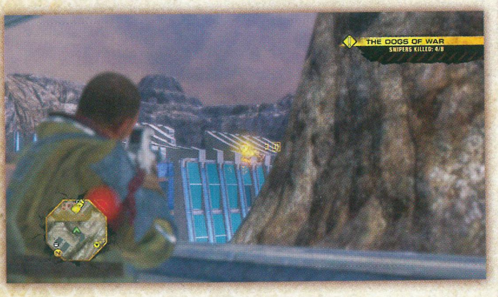
THE DOGS OF WAR

Difficulty	Location	Objective	Completion Bonus
	Southern Eos, Map Point 18	Win support from the people of Eos	+100 Salvage



The EDF officers have gone crazy. They don't care who is friendly to them anymore. Eight of their best snipers have been ordered to start shooting everything, and everyone, they see. The men are positioned in two areas of southern Eos, and multiple platoons of soldiers are deployed to protect those buildings.

Bring your nano rifle for counter-sniping. Consider the grinder as well if it's been fully upgraded. Finally, take the thermobaric rockets. They won't be good for the buildings, but they're excellent at killing second-floor snipers—and everything around them. Civilians are busy running away from these guys, so there isn't much chance of a friendly fire incident here.



Approach the first set of buildings from the back. If you have a jet pack, hop to the top of the building and kill the snipers from behind and from their flanks. The last sniper is inside, on the second floor. Break through the roof and sneak up on him for the kill. If you don't have the jump jet, break through the back of the buildings and climb up to reach your targets.

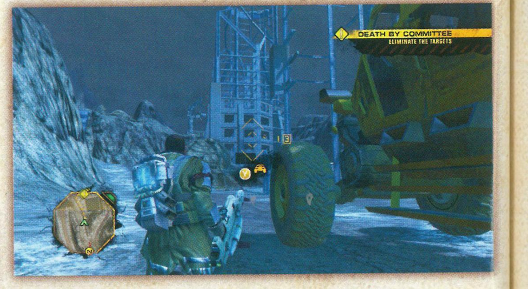
The second set of snipers is worse. Take a vehicle and drive near their location. All five snipers are in roughly the same spot, on the roof and second floor of a large structure. There are too many soldiers for you to have safety anywhere nearby. Get inside a building that faces the target and use thermobaric rockets to destroy most of the building. You can kill most (or all) of your remaining snipers in one fell swoop.

Otherwise, you have to snipe those you see and rush into the building. It's easier once you're inside; use short-range weaponry to move up and clear the last few targets.

DEATH BY COMMITTEE

Difficulty	Location	Objective	Completion Bonus
	Southern Eos, Map Point 19	Punish the Military Industrial Complex	+100 Salvage

Upgraded rockets or thermobaric rockets make this mission an almost instant victory. Bring either of these with you and drive until you're in visual range of the meeting. All of your targets are inside the tall office building, on the second floor. As long as you remain at range, none of the EDF soldiers will attack you.



Set up, look for the yellow target indicators, then pepper the floor with rockets. Kill all the committee members before they have a chance to flee. That's all there is to it.

DEATH BY COMMITTEE
MASON

HAMMER OF THE GODS

Difficulty	Location	Objective	Completion Bonus
	Southwestern Eos, Map Point 21	Launch the offensive against the EDF Headquarters	Radiation Shielding unlocked

NANO RIFLE REQUIRED

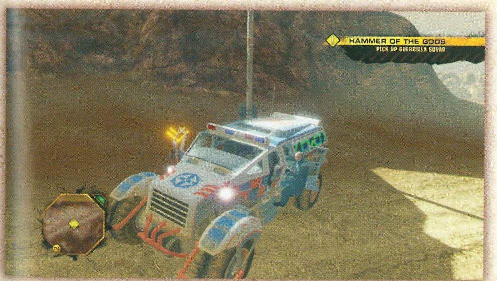
> You must have acquired the nano rifle to unlock this mission.

EDF Command has a force field around northern Eos; it prevents people from coming into their territory. In many ways the field is even more effective than the artillery of the Free Fire Zone used to be. However, it can only protect a modest area, which is a good thing for the Red Faction.

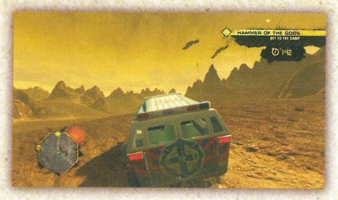
Hugo is planning a way around this. Take a vehicle from base that seats four and has some type of turret/defenses. Drive all the way out to Dust and pick up three operatives there. The mission will be hard...

Wait a minute. Something's going on in the Badlands. Keep driving forward, but shift your attention to the east. A new waypoint takes you toward the Badlands safe house. Hurry!

There are EDF vehicles on the road, but they're focused on other targets. You won't have any problem getting around them. Don't stop to fight. Drive to the safe house and avoid debris in the road. Run over anyone who gets in your way, especially if time is short. The clock is generous here, so that's rarely an issue.

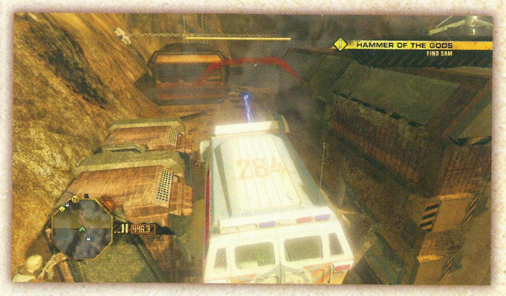


Sam is at the waypoint. Drop off your three contacts, but stay near the vehicle. There are groups of EDF soldiers coming in from the north, southwest, and southeast. They're too much to handle if you charge forward. Instead, hop in the vehicle when you see a group ahead of you. Use the guns on your vehicle to kill the soldiers, then hop back out to use rockets or other weaponry on groups from the other angles.



Heal your wounds inside the vehicle and by hiding around buildings. The soldiers aren't fully targeting you. They're just trying to kill everyone in the area. An ammo crate to the east provides some extra ammunition, but this is more a mission of survival.

The crook in the mountains, a bit farther east, is a good place to hide after your vehicle gets destroyed. Take potshots at the soldiers and be willing to use all the weapons you have. Protect Sam to the end to finish the mission.



NEGOTIATIONS

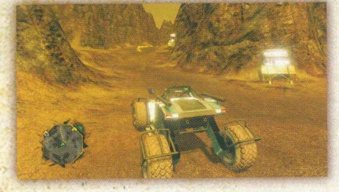
Difficulty	Location	Objective	Completion Bonus
	Southeastern Badlands, Badlands Map Point 18	Have Sam talk to a potential ally	Two story missions are unlocked

Purchase the Radiation Shielding upgrade before starting the trek south (otherwise you can't complete this mission). Drive from central Dust with the most rugged vehicle you can find. You're going into marauder territory, and they won't be friendly.

WAIT ON THE MINERALS

> Radiation Shielding gives you access to many more radio tags and ore veins in the southeastern Badlands region. However, this isn't the time to grab them. You will soon get access to a safe house in that area, and that's when it's good to start farming the land, so to speak.

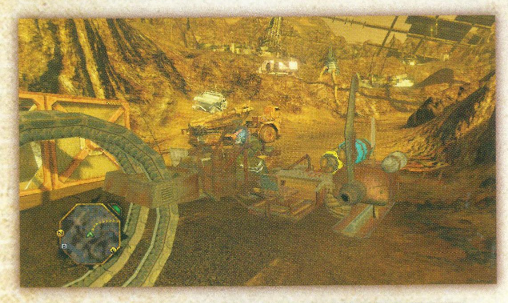
Drive along the waypoint until you reach the marauder village. *Do not get out of the vehicle!* There are too many marauders to fight, and dying means that you have to start the entire process over again; it's a long drive, and you don't want that to happen.



The way up to the mission point is on the right, and the small hill comes before you reach the end of the route. Look carefully for it!

Drive your vehicle onto the hill and plow over the marauders that get in the way. You can't get large vehicles all the way to the objective, but you can get past most of the dangerous marauder groups. Do so.

Getting to the mission is all you need. Sam has a talk with an acquaintance, and you get access to the safe house. There are now two new story missions in Eos.



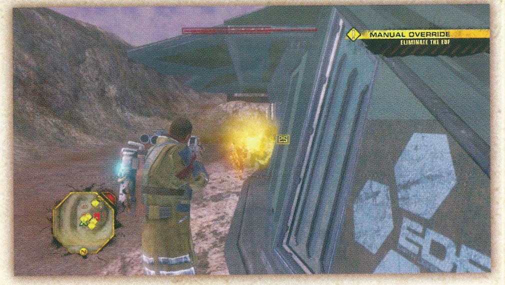
MANUAL OVERRIDE

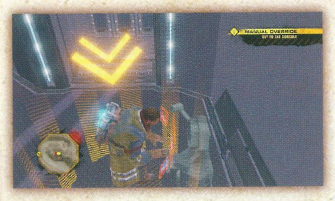
Difficulty	Location	Objective	Completion Bonus
	Southwestern Eos, Map Point 20	Protect the truck	+75 Salvage

You get to use the Artillery Base this time! Sam and her people have replaced the Power Cores in the Free Fire Zone's Artillery Base, and you are going to use it in a defensive action.

Drive to the marked building on your map. This is the Comm Center. Though the Red Faction has control of the big guns, they're almost useless without targeting information. This building has access to real-time satellite intelligence. Combined with your artillery that is quite useful.

Kill the soldiers outside the Comm Center. There aren't too many of them, and a few are standing near a fuel depot; one rocket or nano shot and those warriors are toast. Hide behind your vehicle and snipe the rest, being careful not to shoot at the main building with heavy weaponry.

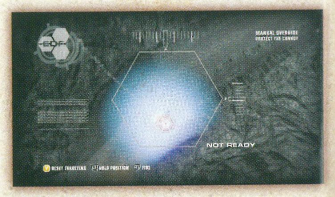


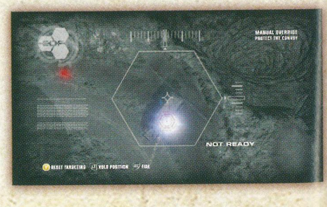


Enter the Comm Center and use the computer after the guards are dead. You get into the system without any problems, and an interface shows the truck that you're supposed to protect. The commands on the screen are rather intuitive. Aim normally, fire at hostile targets (marked in red), and reset your targeting to switch the view back to the truck.

Most of the targets are ahead of the truck in its route. Scan the camera along the road and hit each target you see. The shots have enough of a blast radius to take out vehicles even if you miss somewhat. This, combined with the fast reload time, makes the artillery incredibly deadly. Only check your fire if the truck is close to enemies. When that happens, wait a moment for the enemy to get ahead of the truck or fall behind, then nail them.

Or, intentionally miss the target by a small margin. The blast radius kills your victim but the truck is far enough away to avoid damage. They might soil themselves, but that's not your problem.





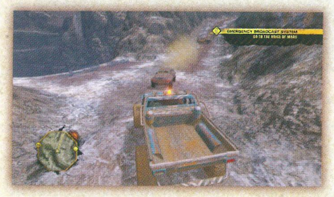
There's a major blockade at the end of the route. Your view shifts to the new targets automatically. Hit the two long buses that are blocking the road itself, then hit the soldiers and artillery tanks to either side. The truck pulls through after everything is destroyed.

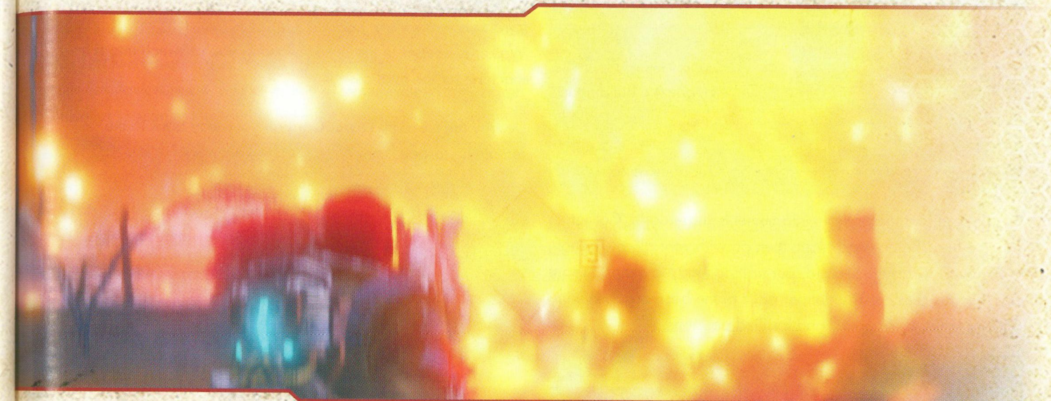
EMERGENCY BROADCAST SYSTEM

Difficulty	Location	Objective	Completion Bonus
	Southern Eos, Near Map Point 22	Take over the Voice of Mars	+75 Salvage

Take a leisurely drive to the east and pick up Sam. She's made a tape to rally the people of Mars behind your cause. However, it's nearly impossible to transmit her message without something more central, more powerful. That's why her plan is to use the Voice of Mars.

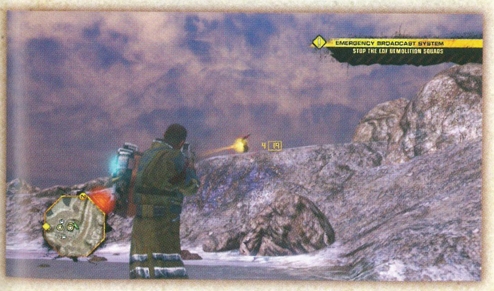
It's a solid idea, but it's so intuitive that the EDF isn't going to be surprised. They've lined the roads leading up to the Voice of Mars with makeshift blockades. The soldiers have heavy weaponry, and they can call in reinforcements without much delay. This won't be too easy.

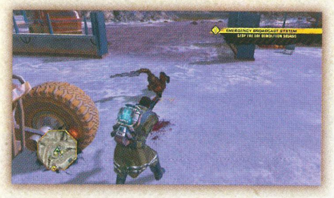




Take Sam to the Voice of Mars and avoid the EDF blockades by driving around the enemy vehicles or by pushing directly through the center of each stop. Both methods work well because there aren't any permanent structures to slow you down.

There aren't many soldiers at the station itself, so you and Sam are going to take it over easily. She starts her broadcast, and you have to stop enemy soldiers from destroying the building. Sam is no pushover, so she'll vaporize anyone who gives her trouble.





Normal enemy soldiers show up as red dots (as usual). Your big focus is on the marked soldiers, the ones with exclamation points on the minimap. These troops have singularity bombs. They intend to blow up the Voice of Mars to prevent your message from being heard.

The soldiers come in from both roads. Your grinder and nano rifle are good weapons for fighting the soldiers. Rockets and anything heavier are overkill and aren't really needed in this mission.

Take out the dozen or so bombers who approach the building while Sam finishes her work. When she's done, steal one of the enemy APCs and drive back to the safe house.

GUERRILLAS AT THE GATES

Difficulty	Location	Objective	Completion Bonus
	Central Eos, Map Point 6	Liberate Eos	+150 Salvage

Sam knows how to get you into Cencom (Central Command). She's rigged a vehicle to mimic the friend or foe signals that the EDF uses. Only you can get through the force field, but that won't be a problem if you are then able to eliminate the field.

Drive the car north, through the field, and toward the first Power Station. The building is clearly marked on your map, and you shouldn't get too close to it. Instead, drive into visual range and stop. Get out and use a thermobaric rocket on the Power Station. Goodbye force field.

Red Faction and marauder reinforcements surge north. Collect salvage from the downed plant, then go with your allies. Try not to be hasty. Victory is at hand, but rushing leads to almost instant death in this mission. The deeper parts of the base are flush with artillery tanks, air support, and fortified positions.

OBJECTIVE COMPLETE
GUERRILLAS AT THE GATES

The first series of checkpoints isn't too bad if you use cover well. Fire your remaining thermobaric rockets into the guard outposts and the Watch Tower. This eliminates the turret gunners that are destroying your force. Switch to the nano rifle and shoot the enemy gunships next. They're the second nastiest threat in the EDF arsenal.

Only after both groups are eliminated should you proceed to the next section of the base. Even then you should only take a short drive past the destroyed Watch Tower. Look for a Combat Walker on the right side of the road. Missing this is a fatal error. The Combat Walker is one of the only tools you have for destroying the enemy Garage, Armory, and cursed artillery tanks.

GUERRILLAS AT THE GATES
DESTROY EDF CENTRAL COMMAND
EDF

Get into the Combat Walker and lay waste to the EDF base. Without air support, your enemies have nothing that can stop you. They'll do damage over time, but a second empty Combat Walker is deeper in the base, allowing you to switch into a fresh machine for the final assault.

Destroy the Cencom Power Core on your way back to the remaining targets. Look for a narrow valley; that is the path that leads to your objectives. Continue past the Power Core, take the second Combat Walker, and lay siege to the final three buildings.

GUERRILLAS AT THE GATES

You won't have any problems now. The EDF is crumbling, and their hold on Eos is at an end. Perhaps they'll give up on Mars and come to the negotiating table…

MARS ATTACKS

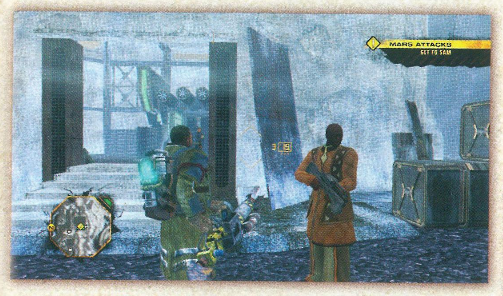
Difficulty	Location	Objective	Completion Bonus
	Mount Vogel (East of Eos), Map Point 2	Save Mars	+200 Salvage

This is the final story mission of the game, but don't worry; you can still continue to play after completing it. As such, play this mission at any time. You won't lock yourself out of anything fun.

Drive to Sam's location in the wintry area of Mount Vogel. Join Sam and use the Nano Forge in the marked computer system. This primes the attack on the Hydra, but there are other things that need to be completed before the day is done.

Leave the building and drive downhill, to a new objective. Use the computer inside to access the satellites. It's time for another artillery attack. There are three stages in this event. Descend each point from the EDF's southern approach.

Scan slowly ahead and shoot at the red targets as you go. Give ground if anyone slips by and prevent them from passing the area you're defending.



The first two waves are quite easy, but the third has more enemies, tank support, and a variety of vehicle speeds. It's again essential to scan to the south. This gives you more wiggle room if a vehicle screams past you. Track it north and continue firing, then work your way back south after defeating the errant target.

EDF
MARS ATTACKS
DEFEND THE CANS
NOT READY

Tanks take several hits to destroy, but they're so big that most vehicles can't easily pass them on the road. Thus, you can splatter most of the enemies supporting the tanks simply by shooting at the tank again and again. Because of their low speed, tanks are less of a priority than faster vehicles. Take out the speedy devils and return to damaged tanks afterward for the finishing blow.

Drive back to Sam's position after the third wave. Talk to her again. She's prepared a new vehicle for you. Look outside and get into the modified artillery tank. This version can fire many more missiles before overheating. It can also take so much damage that it should survive the trip to the top of the mountain. Unfortunately, the EDF has dozens of vehicles blocking your route. It's going to get ugly.

MARS ATTACKS

Mark the next objective as your waypoint and follow the road. Stop each time you encounter a new group of vehicles and soldiers and bombard them with rockets. The direct-fire mode works wonderfully. It doesn't do as much burst damage as the triple-missile attack, but it's faster and more accurate at most ranges.

Shoot at medium- or long-range. Never attack anything that is too close to your artillery tank. Your missiles can do enough damage to rip your own tank apart—over time. Fighting at range has many advantages, and you will survive much farther up the mountain because of it.

Destroy barricades before reaching them. Otherwise, these blue walls slow your advance and make the drive arduous. Shooting at the barricades also kills the soldiers that are hiding behind cover.

MARS ATTACKS
GET TO THE TOP OF THE MOUNTAIN

For more destruction, shoot at the towers and fuel barrels along the road. There are the usually snipers with heavy weaponry in the towers, and the fuel barrels can be used against you if you ignore them.

RUN, MASON, RUN!

You aren't necessarily doomed if you lose the artillery tank on the way up the hill. Hijack another vehicle and drive as far as you can with it, then repeat the process as needed. There are boulders to hide behind on the side of the hill, and sometimes you have a chance to heal if the enemies can't see you.

It's not easy! But the mission is still manageable if you are both good and lucky.

Eventually, the road ends and a series of boulders blocks the way. Shoot through the gaps to kill any soldiers ahead, then disembark from your tank. Sneak into the base and grab every ammo crate you pass. Kill targets at range, using the nano rifle. Or, sneak up and score a few more hammer kills.

Marauders help fight the remnants of the base's troops. Use rockets or a thermobaric rocket to slice into that platoon and continue up the path. The General is in an artillery tank at the top. Use any thermobaric rockets or normal rockets you have left to kill him.

Switch to the nano rifle and clear out some of the airships above your position. Then, aim at the far end of the plateau and destroy the barrier around the launch site. This ends the mission.

Beating this mission unlocks two Transporter actions on Mount Vogel. It also resets the actions across Mars, so you can revisit your favorite activities.

MARS ATTACKS
DESTROY THE DOORS BLOCKING THE MISSILE LAUNCH

GUERRILLA ACTIONS

COLLATERAL DAMAGE #1

Location	Goal	Reward
Southwestern Eos, by Map Point 20	Destroy $80 million worth of EDF targets	+40 Control & +10 Morale

COLLATERAL DAMAGE
PUT AN END TO THE EDF'S
DESTRUCTION
0.00/80.00
MILLION

The price tag for EDF damage makes this Collateral Damage run seem vicious, but it's not hard at all. The billboards you pass only take one rocket hit and there are enough of them to beat the action's goal. Add any spare vehicles or damage to the first bridge you cross and it's not even challenging to breach the $100 million mark.

COLLATERAL DAMAGE
PUT AN END TO THE EDF'S PROPAGANDA
DESTRUCTION
51.13/80.00
MILLION

COLLATERAL DAMAGE #2

Location	Goal	Reward
Southern Eos, by Map Point 24	Destroy $75 million worth of EDF targets	+40 Control & +10 Morale

This action is even more fun than the last one. There are more billboards, but you get to break through multiple checkpoints and trash a major bridge on the way. The bridge is worth tens of millions by itself. This is another Collateral Damage action where you can win without bothering to shoot at soldiers or vehicles. However, there's no reason not to. The enemies space themselves out well. It's safe to take out billboards and the bridge when you get your chance and then to turn on the pursuing EDF when you're in between objectives. The gunships in the middle and latter sections give you plenty of money as well. Plus, you can work on the "Freed Space" achievement while you're here. Killing three or four gunships at a time isn't bad.

COLLATERAL DAMAGE
2.26/75.00

COLLATERAL DAMAGE
DESTRUCTION
11.25/75.00

COLLATERAL DAMAGE #3

Location	Goal	Reward
Southern Eos, by Map Point 25	Destroy $80 million worth of EDF targets	+40 Control & +10 Morale

COLLATERAL DAMAGE
HALT THE EDF CELEBRATION
DESTRUCTION
13.27/80.00
MILLION

Another relaxing run through EDF territory awaits. Jenkins has a route that clears central Eos. There are fewer billboards this time and more military settlements, including Hendrix Hall. The compound you target has half a dozen buildings in and around it. Most of these take multiple rocket hits. You won't bring Hendrix Hall down on your first pass. Luckily, Jenkins gives you two loops in front of the base and one time behind and inside of it.

COLLATERAL DAMAGE
HALT THE EDF CELEBRATION
DESTRUCTION
45.12/80.00

Except for gunships, all of your money is in big-ticket items like the billboards and buildings. This time, even the gunships aren't great because you rarely have a good line of sight on them long enough to get a kill. You can score one or two of them, but that's about it.

Enemy damage is fairly low. You can usually ignore ground fire unless all other targets run dry. Don't miss a building attack to protect Jenkins. He's too strange to die anyway.

DEMOLITIONS MASTER #1

Location	Goal	Tools	Reward
Southern Eos, Map Point 26	Destroy everything in under 1:40 (0:50 for Pro)	Sledgehammer, Heavy Walker	+100 Salvage

You have an organizational puzzle this time. There are boxes all along the middle path in this pit. Then, there are two buildings to destroy as well, one on each side. You only have 50 seconds to get your Pro time, so everything is a matter of efficiency.

DEMOLITIONS MASTER
DESTROY EVERYTHING

Sprint to the Heavy Walker and get into it as quickly as possible. Drive the Walker to the left side of the pit and walk through the glass building while using the Walker's uppercuts to do extreme damage to the structure. Make sure to drive close to the rock wall. This does even more damage without wasting any time.

As you exit, turn right and smash through the fence area. Don't go for the boxes yet; just destroy the fence without slowing down. Your left and right swipes help because there is a wider area involved.

DEMOLITIONS MASTER
DESTROY EVERYTHING
01:03

Break through the second glass building on the right side of the pit. Again, dig close to the wall and use uppercuts. The building gets shredded. Head to the center to finish this off. Walk over the crates and keep using left/right swipes to hit everything that you aren't stepping on. One or two practice runs and you should be able to cut the time down to 40-45 seconds!

DEMOLITIONS MASTER #2

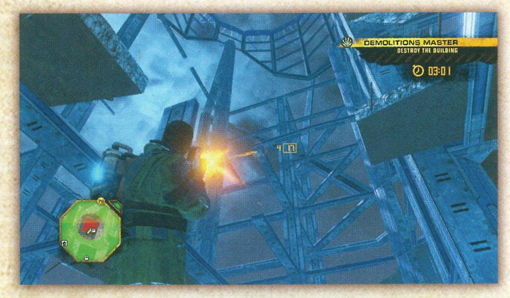
Location	Goal	Tools	Reward
Southern Eos, Map Point 24	Destroy the building in under 4:00 (1:40 for Pro)	Sledgehammer, 5 x Nano Rifle, 2 x Thermobaric Rockets	+100 Salvage

The building is a destructive masterpiece. Trying to bring it down in under 1:40 is harder than it looks. There are half a dozen indestructible support beams, so you can't knock out the bottom and watch the whole thing fall. You need to trash every bit of the structure except those main beams. No more. No less.

DEMOLITIONS MASTER
DESTROY THE BUILDING
03:17

There are three ammo crates inside the building. Ignore the two on the upper floors. They're there to throw you off the scent. Sprint inside, get the extra nano rifle ammunition from the first, and then get back out. Look at the top of the building. A heavy "crown" of steel is suspended above the rest of the structure. Wouldn't that do a lot of damage if it fell through the building below?

Aim your nano rifle for the support beams just beneath the crown. You have to come at it from several angles, and that eats up all your free time in this guerrilla action. Aim with speed and care. For your first major attempt, take each shot carefully to get the feel for it. In subsequent runs learn to do this faster, until each shot only takes a moment to line up.

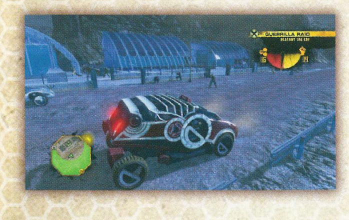


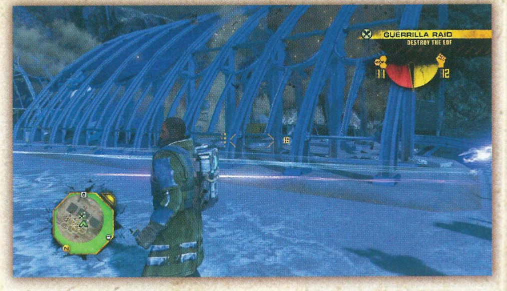
Sprint or jet to the far side of the building when all visible supports are down. Destroy the remaining supports on the other side then back away as the crown falls. Ready your thermobaric rockets even before the dust clears. There should be a couple spots of wall left on the internal, lower structure. Slam those with your rockets!

GUERRILLA RAID #1

Location	Goal	Reward
Southwestern Eos, Map Point 17	Destroy the EDF building to the north	+30 Control & +10 Morale

A large-scale attack is beginning north of Map Point 17. Drive your contact up there are join the siege. It's good that you're coming to help because the targeted building is over-engineered. Rockets and bombs help to clear the walls and interior of the structure, but even a couple of its support beams can hold up the skeleton; there are dozens of supports.



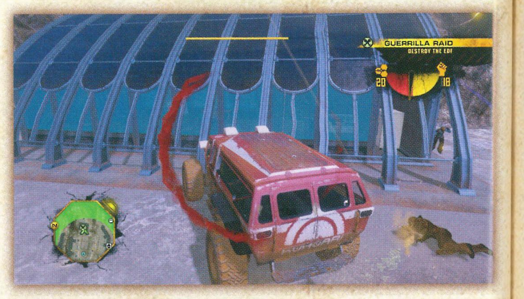


Very heavy vehicles can do a number on this building if you drive along the outer walls. Another idea is to clear out enough EDF soldiers that you're fairly safe approaching the building on foot. Then, use the sledgehammer to break the supports. It's faster than it sounds.

GUERRILLA RAID #2

Location	Goal	Reward
Southern Eos, Map Point 22	Destroy the EDF eatery	+30 Control & +10 Morale

Take this guerrilla action any time you are by the eastern safe house. Ride north with your compatriots and attack an eatery where EDF soldiers are known to hang out. This building is tough, like the last raid you pulled off. Thermobaric rockets and/or heavy vehicles are essential for an easy victory.



Don't get out of your transport until you've gotten close to the main building. Fighting covers the entire quad, and it's not an easy place to maneuver. Go slowly to avoid most obstacles, and try not to run over anyone you know.

Once you're done blasting the building, hit the nearby Xeros Gardens EDF Monument. It's a destruction target, and you already have an alert sounded. What are they going to do, arrest you twice?

GUERRILLA RAID #3

Location	Goal	Reward
Central Eos, Map Point 7	Destroy a monument west of Hendrix Hall	+30 Control & +10 Morale

GUERRILLA RAID
DESTROY THE EDF
15
16

There are two monuments near Hendrix Hall. One of them is part of the collective High Importance objective in Eos. The other is part of this guerrilla raid. Meet your three contacts at Map Point 7 and drive them south.

You can't get up to the monument easily without going up and around. However, you don't need to. To save time, stop on the road and climb up the hill just enough to get a view of the monument. Two or three thermobaric rockets later and the attack is over.

HEAVY METAL #1

Location	Goal	Reward
Southwestern Eos, Map Point 20	Kill 125 EDF troops as a distraction	+10 Control & +100 Salvage

This is a longer Heavy Metal action, so it's essential to pace yourself. Use the Combat Walker aggressively, and don't stand still to fire. Always stay in motion. This won't avoid all of the damage coming your way, but it helps enough to give you an edge.

HEAVY METAL
12/125

Target the turret gunners on top of their vehicles. This dramatically cuts down on damage because the drivers and soldiers inside aren't really hurting you. By the time that the soldiers deploy, the vehicle is about to explode and will take them with it.

HEAVY METAL
23/125

That said, watch for stragglers and beat on them when you can. It only takes a single shot to blast a handful, and they are the targets you need anyway. Also, watch for energy blasts. Soldiers with small arms aren't your concern. It's the ones who have energy weapons that hurt your Combat Walker the most; track their shots and eliminate them preferentially.

HEAVY METAL #2

Location	Goal	Reward
Central Eos, Map Point 5	Destroy 35 EDF vehicles	+10 Control & +100 Salvage

HEAVY METAL
DESTROY EDF VEHICLES
5/35

There's a new kid in town: it's the artillery tank. You have all the armor of a heavy tank, but instead of a main gun you get missile pods. The primary attack is fast, accurate, and deadly. The secondary attack does more damage to a wide area. It's amazing for destroying buildings or massed groups of troops and vehicles. Against single targets it's usually wasteful and it leaves so much smoke in the air that you can't see what you're decimating.

HEAVY METAL
DESTROY EDF VEHICLES
7/35

Stick with the primary missile attacks. Be precise and put a couple shots into each EDF car that arrives. You don't see the heavy vehicles until late in the mission. That's when things turn into a damage race. Use your minimap to see where the most vehicles are. If the waves of targets clump together (and often they do), switch to your missile volleys.

Playing defensively gets you killed, as odd as that sounds. EDF vehicles are coming in such numbers that you won't survive for long. Your only chance is to reach the kill count before your artillery tank is destroyed. Stay calm, fire precisely (or try to keep volleys at the center of big groups), and rack up the kills.

HOUSE ARREST #1

Location	Goal	Reward
Southwestern Eos, Map Point 11	Rescue three colonists to the southeast	+25 Control & +25 Morale

All three of your targets are on the third floor of a large EDF building. The soldier presence is high, but they don't have emplacements or other hardpoints set up to stop you. Drive along the road until you're close to the interrogation house. Leave the vehicle on the road and fly up the hill to get the drop on your enemies.

Use the hammer in close quarters to break in and force your way up the stairs. It's easy to get a long Killing Spree started, and that's a nice way to boost Morale in the sector. Free the captives up top and use your sledgehammer to knock out a wall of the building. Hop down, toward the street, and take the captives with you.

Drive south across the bridge and rush to get away from the site. The enemy response is extreme, and you are in extreme danger if you can't get away before their vehicles flow into the area. If worse comes to worst, kill an enemy turret gunner and steal an EDF transport to get everyone home.

HOUSE ARREST #2

Location	Goal	Reward
Southwestern Eos, Map Point 23	Rescue two colonists to the west	+25 Control & +20 Morale

Make the trip west and come around the back of the marked building. Your targets are separated. One is on the second floor and the other is up top. Shielded soldiers are guarding the outside of the building as well as the prisoners.

SHOOT CAREFULLY

The hammer is normally a good weapon to use inside buildings. You can kill anything in a single hit while turning corners and dodging enemy fire. However, the hammer doesn't aim that well and it tends to go through targets. The soldiers guarding the hostages almost use the captives as human shields. The nano rifle is a better weapon for killing these soldiers without hurting your allies.

Free the captives as you head to the roof, then smash your way out and start clearing the soldiers below while you wait for the others to catch up. Get in your transport and jump down the hill to escape quickly. As soon as you get out of visual range the pursuit dies off.

HOUSE ARREST #3

Location	Goal	Reward
Central Eos, Map Point 10	Rescue three colonists	+25 Control & +25 Morale

EDF interrogators made two grave errors: they let the location of three more hostages slip, and they are keeping your people in a poorly defended building. This is the easiest House Arrest that you've gotten to attempt in a long time.

HOUSE ARREST
TAKE THE HOSTAGES TO A SAFEHOUSE

HOUSE ARREST
TAKE THE HOSTAGES TO A SAFEHOUSE

Drive a vehicle to the marked building and smash it through the right side of the wall. All three hostages are together, on the left side. Get out of your transporter, kill the couple guards inside, and free everyone. You're in and out in less than 20 seconds, and the trip back to the safe house is almost unhindered.

HOUSE ARREST #4

Location	Goal	Reward
Southwestern Eos, Map Point 21	Save an informant to the northwest	+25 Control & +15 Morale

It's been a long time since you saved only a single hostage, but here we are. The informant from your attack on the industrial meeting is held in the northwestern part of town. Almost any vehicle can hold a single passenger, so take whatever you like to save this fellow. Bring the nano rifle and other anti-personnel weaponry.

The building itself isn't large, though the captive is up on the second floor. Don't park below the building where the other vehicles are; it's too far away and puts you at risk on the return trip. Instead, drive up the hill and bring your vehicle as close to the building as possible.

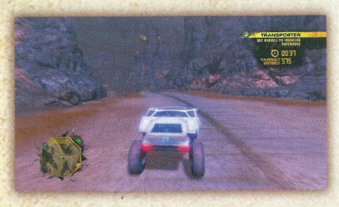
Slip in, kill the soldiers before you save the hostage, and then break back out.

HOUSE ARREST
TAKE THE HOSTAGES TO A SAFEHOUSE

TRANSPORTER #1

Location	Goal	Time	Reward
Southwestern Eos, Map Point 20	Drive the car back to the Parker safe house	3:05 (2:00 for Pro)	+75 Salvage

Steal the car that's parked west of your safe house. You don't have to drive all the way to it if you have a jetpack. Just fly down the mountain for a fast route there. Once you're in the vehicle, head up the nearby hill and crash left over the first bridge for a shortcut. Another shortcut winds through the mountains. Look for a dirt trail as you're taking the southern switchbacks.



The route is tricky throughout southern Eos and into the Free Fire Zone, then it straightens out. The last leg goes very quickly, so stay optimistic even if your timer seems a bit low heading into Parker.

TRANSPORTER #2

Location	Goal	Time	Reward
Southwestern Eos, Map Point 12	Drive the car east, to the second Eos safe house	1:25 (0:50 for Pro)	+50 Salvage

TRANSPORTER
GET VEHICLE TO TARGETED SAFEHOUSE
01:10
TARGET DISTANCE 664

Take your maneuverable cars out onto the Eos mountain roads. Traffic and tight turns make the run exciting, and even the base time isn't entirely trivial. Use the cliff walls if you need to pass slower traffic; waiting for them causes you to lose too much time. This car can keep itself going on almost any surface!

Speaking of rock climbing, there is a section of low hills as you move in toward the eastern safe house. Don't go all the way down the road. Jump over the hills and turn right to shave massive time off your run.

TRANSPORTER
GET VEHICLE TO TARGETED SAFEHOUSE
01:02
TARGET DISTANCE 523

TRANSPORTER #3

Location	Goal	Time	Reward
Central Eos, Map Point 9	Drive the truck south, to the eastern safe house	1:40 (1:25 for Pro)	+75 Salvage

TRANSPORTER
GET VEHICLE TO TARGETED SAFEHOUSE
01:23
TARGET DISTANCE 995

The timing is more generous in this challenge compared to the two in the south. Making it south in the allotted time is somewhat simple, though there is a red alert. Tanks and other heavy equipment get in the way, but the EDF doesn't remember to set up roadblocks. Dodge your enemies and continue past them without fighting. The assigned route is the best.

TRANSPORTER #4

Location	Goal	Time	Reward
Mount Vogel, Map Point 3	Drive the truck to the western Eos safe house	3:40 (3:00 for Pro)	+100 Salvage

A truck is parked on the northern slopes of Mount Vogel. Take it back to the western Eos safe house for some easy money. The salvage reward is rather high, and on top of that, it's a very easy run.

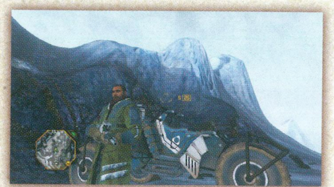
Destroy the Central Command base in northern Eos to make your run faster. Taking out all buildings and barriers makes it easier to cut across the former base. Jumping left off the southern bridge, near the safe house, is another shortcut. Master these to hit Pro in no time.

TRANSPORTER
GET VEHICLE TO TARGETED SAFEHOUSE
02:06
TARGET DISTANCE 1128

TRANSPORTER #5

Location	Goal	Time	Reward
Mount Vogel, Map Point 4	Drive the buggy all the way to the southern Badlands safe house	10:00 (8:00 for Pro)	+200 Salvage

This is the only real endurance race in the game. It takes enough time getting all the way south that those dings and scrapes add up. This is especially true in Mount Vogel and the Free Fire Zone, where there are many tiny dips. The Badlands isn't easy on your shock absorbers either.



Making the 10-minute mark isn't bad at all, so take it easy in these areas. You can't afford to get flipped or to take too much damage, but you can afford to lose a few seconds slowing down and driving at a safe pace; until you're trying for your Pro run.

Most of this route you've done before. It's old hat now, except for Mount Vogel and northern Eos. Watch the minimap carefully in those areas. They're tricky, and the roads aren't in perfect shape. As with the previous transporter action, destroy the Central Command base before attempting this.

DESTRUCTIBLE TARGETS

EOS MEMORIAL BRIDGE

Location	Importance	Protection
Southwestern Eos, Map Point 16	High	High

The Eos Memorial Bridge looks like an easy target, but it's not! There are EDF gunships, transports, and infantry only a moment away. You get to start the attack whenever you want, but the first blast brings a world of hurt down on you.

Make the first hit count. Starting with a Mother of All Bombs on the center of the bridge is perfect, but thermobaric rockets or a massive deployment of remote charges are adequate as well. Keep a secondary vehicle nearby so that you can reposition when the first group of EDF soldiers arrives. Switch to a new location to give yourself time to heal from any damage, then start a rocket attack on the surviving bridge.

This place was built to last; give credit where credit is due to the EDF. Many explosives are needed to bring the span down. And when it's over you have a rough drive back to the safe house. Cavalier players might choose to fight to the death instead, but the drive is manageable.

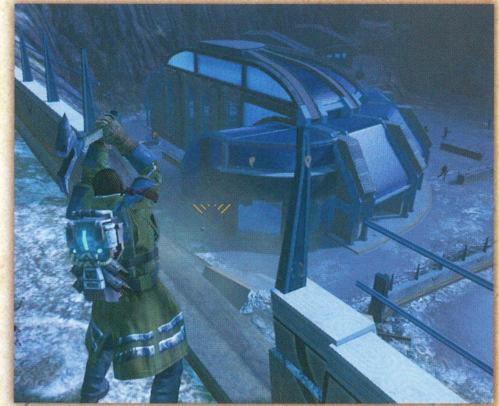
MONUMENTS TO IMPERIALIST AGGRESSION

Location	Importance	Protection
South of Map Point 15, East of Map Point 19, West of Map Point 8	High - Collectively	Low

Three Monuments stand out in Eos. None of these are highly guarded, but their emotional impact on enemies and allies alike is noteworthy. Don't let them stand. They pretend to honor heroes, while in truth they deride everyone who has died in the name of a "free" Mars. Use remote charges or rockets to destroy these, then sneak back to either safe house afterward.

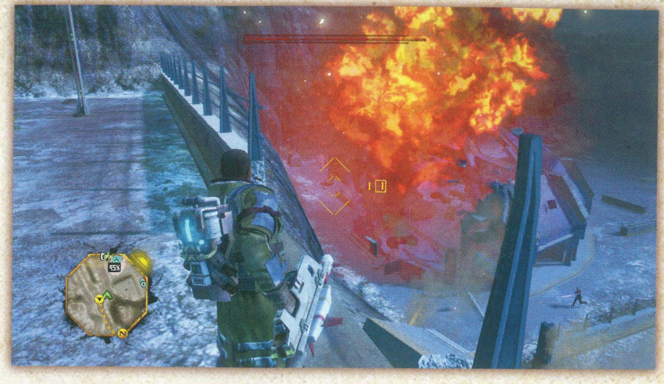
HENDRIX HALL (THE MARTIAN COUNCIL)

Location	Importance	Protection
Central Eos, Map Point 8	High	High



Hendrix Hall is well-guarded against a frontal assault, but anyone with thermobaric rockets and a bit of knowledge can bring the roof down in moments. The attack works with a nano rifle and normal rockets as well, but it's much more challenging.

Drive a vehicle to central Eos and go around to the back of Hendrix Hall. A mountain path winds up a canyon. There isn't much back there, but a scenic overlook gives drivers a perfect view of Hendrix Hall. Soldiers? Not one in sight, except those down below. It takes them a minute to respond to any attack, and by then you can be done!



Smash the fence along the overlook with your hammer and ready the thermobaric rockets. Put all four of them into Hendrix Hall and say goodnight to the puppets in the Martian Council.

Flee if you're sane. Or, switch to normal rockets and go after some of the remaining military buildings in the area.

COLLECTIBLES

Eos is actually a somewhat barren sector for collection work. There aren't many supply crates in the south. You have to wait until Mount Vogel and northern Eos are available for the final two story missions.

If you find yourself short of salvage, consider returning to the Badlands, especially after Radiation Shielding becomes available. There is quite a bit of ore down there, and there are quite a few radio tags as well.

After beating this, all previous missions become available again. Go back for any Guerrilla actions you missed and have a good time along the way. You do not get salvage for re-doing completed actions, but getting Pro times for Demolitions Masters and Transporters still count.

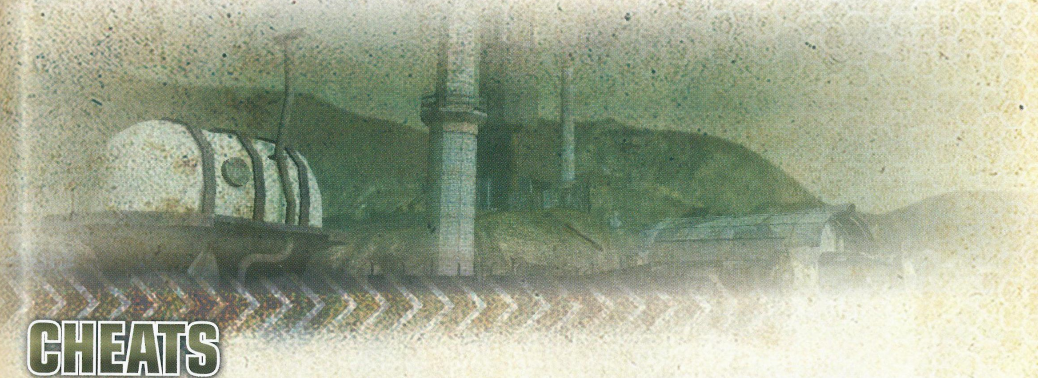
THE SAFE HOUSE

There are a few extra goodies to be found in Red Faction, including a wide range of Achievements to tackle, and a handful of interesting cheats.

RED FACTION ACHIEVEMENTS & TROPHIES

ACHIEVEMENTS & TROPHIES

ACHIEVEMENT/TROPHY	REQUIREMENT
Welcoming Committee	Complete the Tutorial Mission
Martian Tea Party	Complete 2 Missions for the Red Faction
Spread the Word	Liberate Parker Sector
Death from Above	Liberate Dust Sector
Friendly Skies	Liberate Badlands Sector
Don't Tread on Me	Liberate Oasis Sector
Coup D'etat	Liberate Eos Sector
Red Dawn	Liberate Mars
Insurgent	Complete 5 Guerrilla Actions
Guerrilla	Complete 25 Guerrilla Actions
Freedom Fighter	Complete 50 Guerrilla Actions
Revolutionary	Complete ALL Guerrilla Actions
Clean and Righteous!	Destroy five high importance targets
Warp Speed	Beat all Transporter Pro times
Got any fingers left?	Beat all Pro times in Demolitions Master
Lost Memories	Locate all missing Radio Tags
Working the Land	Mine all Ore locations
Free your mind	Destroy all instances of propaganda
One Man Army	Complete 25 killing sprees during the campaign
Disaster Area	Destroy 1 billion credits worth of EDF property
Broken Supply Line	Destroy 250 EDF Supply Crates
Power to the People	Raise the Morale of 3 sectors to 100%
Tank Buster	Blow up 100 Small Hydrogen Tanks
Best Friends Forever	Kill 100 EDF with the Sledgehammer during the campaign
Coming Down!	Destroy 50 EDF owned buildings
Freed Space	Destroy 50 EDF Flyers
Just the Beginning	Win a Matchmaking match
Start of Something Special	Play 5 Matchmaking matches
Doing your Part	Kill 10 enemies in a Matchmaking match
Juggernaut	Destroy a Siege target
Doozer	Reconstruct a Damage Control target
Grab some Popcorn	Enter Spectator Mode and enjoy the show!
Try Anything Once	Finish a match in every mode
Check Your Map	Finish a match on every map in multiplayer
Tools of the Trade	Score a kill with every weapon in multiplayer
Field Tested	Earn 1000 XP in multiplayer
Battle Scarred	Earn 10,000 XP in multiplayer
War Veteran	Earn 100,000 XP in multiplayer
A Winner is You!	Win 250 Matchmaking games
Topher Would be Proud	Play 250 matchmaking games
Courier of Pain	Score 5000 kills in multiplayer
Experimenter	Complete 4 hidden challenges in multiplayer
Detective	Complete 8 hidden challenges in multiplayer
Mad Genius	Complete 16 hidden challenges in multiplayer
Party Time	Play all Wrecking Crew modes once
Can't Get Enough	Play every mode on all maps in Wrecking Crew
Wrecking Ball	Score 25 million points worth of destruction in Wrecking Crew
Jack of all Trades	Score 10 kills while wearing each backpack
The High and Mighty	Kill a flying opponent using a Remote Charge stuck to them
Red Faction Member	Play online with another player who has completed the campaign



CHEATS

Several of the "cheats" in Red Faction Guerrilla are actually more for simply messing around and having fun in the campaign than really helping you complete missions easily (though those exist as well). Try rampaging around with *No Green Alert* set on in combination with some of the others for a constant warzone feel.

Completing Achievements and obtaining Trophies can unlock new cheats, but, remember, whenever you have a cheat activated (even if it's of the benign variety), you *cannot* unlock new Achievements or save.

RED FACTION CHEATS

CHEAT	EFFECT	UNLOCK
Cool Turrets	Turrets do not overheat	Tank Buster
Free Upgrades	No more Salvage charge at the safe house	Freedom Fighter
Max Morale	Full Morale in all sectors, all the time	Don't Tread On Me
Max Technology	EDF/Guerrilla/Marauder always have the best armor and weapons	Red Dawn
No Green Alert	Want a challenge? Constant EDF assaults	One Man Army
Super Debris	All explosive impulses and damage from collisions are tripled	Coming Down
Super Hammer	Makes your Sledgehammer super strong	Best Friends Forever
Super Jetpack	Jetpack recharges at 2.0x maximum recharge	Broken Supply Line
Super Sprinting	Player runs at 1.5x normal speed while sprinting	Working the Land
Super Toughness	Greatly increases the amount of damage you can take, making you harder to kill	Lost Memories
Unlimited Ammo	Infinite ammo for all weapons	Freed Space

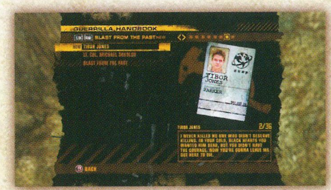
RADIO TAGS AND THE MOTHER OF ALL BOMBS

Scattered about the surface of Mars are a handful of Radio Tags; each reveals a tiny snippit of events that have come before in the form of an audio log. Check our maps for their locations.

However, beyond simply collecting the radio tags, you can also earn a rather special reward…

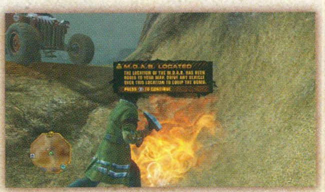
Every three tags that you locate unlocks an M.O.A.B. location nearby. If you drive a vehicle - any vehicle - over the location on the ground, the vehicle is armed with an M.O.A.B. that detonates when the vehicle is destroyed.

If you're planning an extra special assault on a hardened target, this is one way to do so in style. Find three tags, drive over the nearby M.O.A.B. location, then set out for the target. And, drive safely! You don't want an accidental EDF patrol to blow up your ride, the results wouldn't be pretty.



TIBOR JONES 2/36

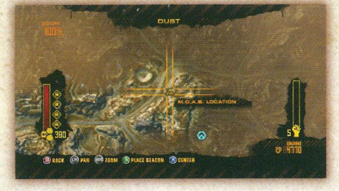
I NEVER KILLED NO ONE WHO DIDN'T DESERVE KILLING. IN YOUR COLD, BLACK HEARTS YOU WANTED HIM DEAD, BUT YOU DIDN'T HAVE THE COURAGE. NOW YOU'RE GONNA LEAVE ME OUT HERE TO DIE.

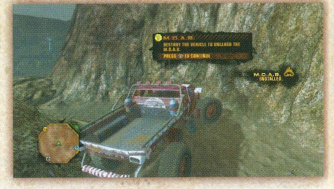


M.O.A.B. LOCATED

THE LOCATION OF THE M.O.A.B. HAS BEEN ADDED TO YOUR MAP. DRIVE ANY VEHICLE OVER THIS LOCATION TO EQUIP THE BOMB.

PRESS TO CONTINUE





M.O.A.B.

DESTROY THE VEHICLE TO UNLEASH THE M.O.A.B.

PRESS TO CONTINUE

UPGRADE AND PURCHASE PRICES

All of the various upgrades and goodies in the game that can be purchased have a cost in Salvage that changes on based on the difficulty you select. Note that you can change the difficulty in-game at the options menu!

UPGRADES

UPGRADE	CASUAL	NORMAL	HARD	INSANE
Charges 3	25	50	50	50
Charges 4	75	100	100	125
Charges 5	100	125	125	150
Charges 6	100	150	175	175
Charges 7	125	175	200	225
Charges 8	150	200	225	250
Charges 9	175	225	250	275
Charges 10	175	250	275	300
Charges 11	200	275	300	350
Charges 12	225	300	325	375
Arc Welder	225	300	325	375
Arc Welder 3rd Arc	225	300	325	375
Arc Welder Ammo	225	300	325	375
Explosive Discs	400	550	600	675
Fast Grinder	225	300	325	375
Grinder	225	300	325	375
Guerrilla Express	25	50	50	50
Heat-Seeking Rockets	300	400	450	500
Jetpack	475	650	725	800
Jetpack Recharge	375	450	475	525
Level 1 Armor	150	200	225	250
Level 2 Armor	225	300	325	375

UPGRADE	CASUAL	NORMAL	HARD	INSANE
More Charge Ammo	250	350	375	425
Multi-Rockets	175	250	275	300
Nano Ammo	375	500	550	625
Nano Enhance	375	500	550	625
Nano Forge	525	700	775	875
Ore Additive	25	50	50	50
Personnel Detector	100	150	175	175
Proximity Mine Ammo	200	250	275	300
Proximity Mines	175	250	275	300
Quantum Multiplier	50	75	75	100
Radiation Shielding	100	150	175	175
Rocket Ammo	300	350	375	400
Rocket Launcher	325	450	500	550
Salvage Collector	25	25	25	25
Shattermaster	100	125	125	150
Smart Arc	150	200	225	250
Smart Mines	150	200	225	250
Stonebreaker	75	75	75	75
Thermobaric Ammo	1600	2000	2200	2400
Thermobaric Rockets	925	1250	1375	1550

RED FACTION MULTIPLAYER

If the destruction and demolition in the single-player campaign just isn't enough for you, the Red Faction and EDF are recruiting for multiplayer mayhem! There are two basic types of multiplayer: Wrecking Crew and Online Multiplayer.

Wrecking Crew is a bonus game type, where you're let loose to simply blow up and destroy as much property as possible. Compete with friends to cause the most monetary damage with the least supplies. Online multiplayer on the other hand, pits you against other players in a variety of game modes, usually fighting as a team.

WRECKING CREW

Wrecking Crew can be played with up to three friends locally and you can tinker with the options for each game mode. It's possible to adjust the starting weapon, backpack, how hard the buildings are to destroy, whether or not barrels are on (for any mode except Barrel Dash), and how many rounds a player must win to achieve victory.

TOTAL CHAOS

Inflict as much damage as possible in 60 seconds with unlimited ammo.

BARREL DASH

Destroy as many red and blue barrels as possible in 60 seconds.

RAMPAGE

Do as much damage as possible in three minutes. However, every shot you fire and each time you activate your backpack, you lose a bit of time!

ESCALATION

Cause as much damage as possible in a single round with limited ammo. Each round, the amount of ammo and allotted time increases.

MULTIPLAYER MODES

ANARCHY, TEAM ANARCHY

Kill everyone in sight, or kill everyone not on your team, depending on the mode. Anarchy modes are straightforward. Find the biggest weapon and deal as much damage as possible before you drop.

CAPTURE THE FLAG

Capture the opposing team's flag and return it to your base. Teamwork is imperative here, as you *must* escort the flag carrier if you're to have any hope of a successful capture. Defending your own base, assaulting the enemy base, and guarding the midfield are all important as well.

SIEGE

Attack and Defend key structures on the battlefield. Each team gets a chance as the attacker and the defender. In Siege mode, multiple targets appear on each map. However, only up to four can be "unlocked" for targeting at any given time. By destroying those targets, some maps provide new and unlocked targets for further mayhem and destruction.

Destroying these targets as the attacker earns you points. Prevent the opposing team from outscoring you when you defend! While on defense, you can use the Reconstructor to repair a damaged target, as long as it has not been fully leveled.

DAMAGE CONTROL

Fight for control over three specific map targets. To gain control of a target, repair it to at least 75% of its health with the Reconstructor. If the enemy controls the building, destroy it, then rebuild it!

You earn a point every two seconds you control a target, and double points if you control all three targets. If two points are more easily defended due to proximity, you may want to establish a solid lock on them rather than extending yourself and trying for the third, causing you to lose the advantage!

DEMOLITION

Defend your Destroyer while they destroy everything! One member on each team is set as the Destroyer. Earn points by killing the opposing team's Destroyer, or by destroying structures in the world as the Destroyer.

The Destroyer also has vision enhancements that allow him to spot nearby destructive weapons quickly and easily. If you are picked as the Destroyer, it is imperative that you inflict as much damage as possible, but it is equally important that you don't expose yourself.

Move as a group with your team at all times; it makes it considerably easier for them to protect you. If you aren't picked as the Destroyer, quickly make a decision to either defend your own, or go after the other team's. Don't leave your Destroyer alone!

SETTINGS

In all game modes, there are a wide range of game settings that can be tweaked and tinkered with in a custom hosted game, from basics like game time limits and handicap or friendly fire to more unusual settings like tweaking a player's initial weapon loadout. You can use these settings to add a unique flavor to *any* game mode when you host a custom match.

BACKPACKS

One of the major differences from the campaign in *Red Faction Guerrilla* multiplayer is the unique set of Backpacks that you can acquire. Each backpack grants you a different special power, in place of the normal sprint that you have in the campaign. Some are offensive, some are defensive, and some are useful in specific game modes.

JETPACK

The Jetpack allows you to fly (for a short period of time). This is extremely useful for quick mobility, evading enemies, and reaching high ground—or out of the way weapons.

You can be particularly obnoxious with this pack by picking up a long-range sniper weapon and finding the highest perch on the map to camp out on. Just be sure you evacuate if they start destroying your perch from beneath you...

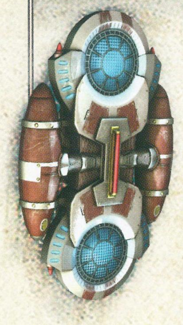
FLEETFOOT

The Fleetfoot pack grants you super sprint, allowing you to quickly cross open ground safely, or close the distance with an opponent. This makes the pack ideal for zipping between objectives on the map, seeking out ground level weapons, evading enemy fire, and getting up close with an opponent to use short range or melee weapons.

RHINO

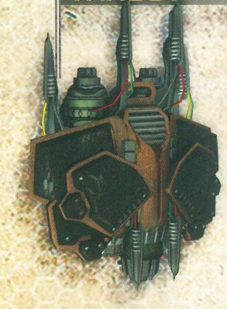
The Rhino pack gives you the ability to perform a short-range forward charge, smashing through anything (or anyone) in front of you. It's great for building destruction, and also handy to smash into an opponent trying to hide behind cover.

HEAL



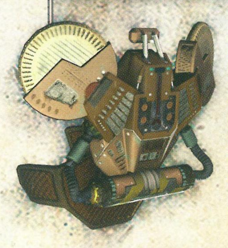
The Heal pack is a fantastic tool. It provides an aura of healing that not only restores your health, but also that of any friendly player standing near you. While you can certainly use the pack in an offensive manner to keep yourself standing in a firefight, it is even more powerful when you use it to support a fire team on defense or offense.

THRUST



The Thrust pack is an unusual tool, allowing you to perform Rhino-style lunges—but up into the air or down below you, instead of forwards! While the Thrust pack is somewhat harder to use against enemies above or below you, it is still great for building demolition and vertical mobility in multi-story areas on the maps.

CONCUSSION



The Concussion pack is a powerful defensive tool and extremely helpful for escaping from masses of enemies. It's also great for protecting teammates. When activated, it sends out a powerful shockwave, knocking down any enemies nearby.

TREMOR

The Tremor pack is an awesome and powerful weapon. When activated, it sends out rippling waves of force, shaking apart nearby structures and staggering nearby enemies.

STEALTH

The Stealth pack is a useful tool, granting you near perfect optical camouflage. Attacking breaks the invisibility, but you can use it to sneak up on an objective or an opponent, or to simply travel the battlefield undetected to acquire your favored weaponry.

VISION

The Vision pack is useful mostly as a defensive tool, as it allows you to spot enemy players through walls, and also anyone using the Stealth Pack. However, it can also be helpful on the offensive if you have strong enough weapons, or if you're good about communicating with your teammates. Spot concealed enemy players and relay their positions to teammates using the Rhino or Thrust packs for hilarious (and lethal) results.

FIREPOWER

The Firepower pack is straightforward; it amps up the power of all of your weapons. This makes the pack perfect for heavy offensive operations on any objective map, just be sure you have your desired weapons ready before you go charging into enemy territory, using this pack makes you a priority target.

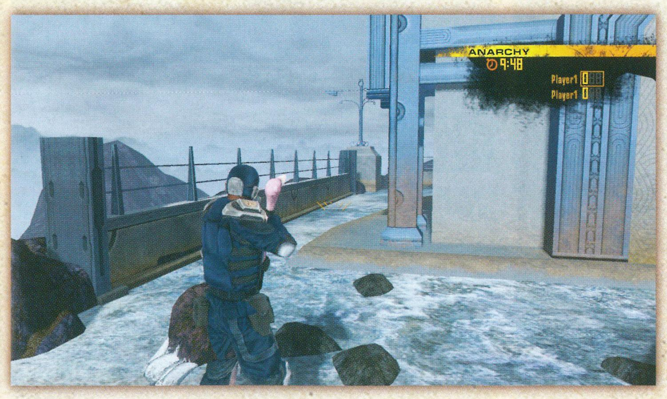
UNLOCKS

As you participate in multiplayer matches you have a chance to earn a wide range of unlockable rewards. Initially, your first few levels simply earn the basic multiplayer playlists, but the farther you progress, the more goodies you earn. New characters, sledgehammers, badges, icons, and colors can all be acquired.

MULTIPLAYER UNLOCKS

EXPERIENCE NEEDED	UNLOCK TYPE	DETAILS
50	Playlist	Team Objective
100	Character	Alec Mason *
150	Bonus Event	Assist
200	Badge Group	Guerrilla
250	Playlist	Siege
325	Bonus Event	Heal Teammate
400	Rank Badge	Rank 1
475	Character	Blair
550	Bonus Event	Pack Hunter
625	Playlist	Large Mixer
700	Bonus Event	Rescue Kill
800	Character	EDF Trooper *
900	Bonus Event	Synchronized Kill
1000	Rank Badge	Rank 2
1100	Character	Dan Mason *
1200	Bonus Event	Vendetta
1300	Color Group	Aqua
1400	Character	Celia
1500	Bonus Event	Crush
1600	Bonus Event	Beat Down
1700	Badge Group	Weapons 1
1800	Bonus Event	Streak Stopper
1900	Character	Pierce *
2000	Rank Badge	Rank 3
2150	Bonus Event	Death From Above
2300	Bonus Event	Remote Save
2450	Sledgehammer	Stonebreaker
2600	Bonus Event	Survivor
2750	Color Group	Green
2900	Character	Kat
3050	Bonus Event	Unstoppable
3200	Bonus Event	Backwhat?
3350	Character	Jackson *
3500	Rank Badge	Rank 4
3650	Bonus Event	Knockdown
3800	Badge Group	Symbols
3950	Sledgehammer	Shattermaster
4100	Bonus Event	Death By Boundary
4250	Character	Clark
4400	Bonus Event	Stuck
4550	Bonus Event	Headshot Kill
4700	Character	EDF Specialist *
4850	Badge Group	Stars
5000	Bonus Event	Who's #1?
5200	Color Group	Crimson
5400	Bonus Event	Full Control
5600	Character	Olga
5800	Bonus Event	Mega Kill
6000	Rank Badge	Rank 5
6200	Sledgehammer	Facecrusher
6400	Character	Chuck
6600	Bonus Event	Back Off
6800	Badge Group	EDF
7000	Bonus Event	Ghost Kill
7200	Bonus Event	Bullseye
7400	Character	Selma *
7600	Sledgehammer	Bronze Crusher
7800	Bonus Event	Backfire
8000	Character	Ian
8250	Bonus Event	You're Doing It Wrong!
8500	Color Group	Red
8750	Bonus Event	Charge
9000	Character	EDF Elite *
9250	Sledgehammer	Silver Master
9500	Bonus Event	Power Trip
9750	Badge Group	Weapons 2
10000	Rank Badge	Rank 6
10300	Color Group	Orange
10600	Bonus Event	Interceptor
10900	Bonus Event	Hail Mary
11200	Character	Kayla
11500	Bonus Event	Blast
11800	Sledgehammer	Gold Breaker
12200	Bonus Event	Flagman
12600	Character	Kepler *
13000	Bonus Event	Air Strike
13400	Badge Group	Backpacks
13800	Character	Rachel
14200	Bonus Event	Shake It Up
14600	Sledgehammer	Titanium Hammer
15000	Rank Badge	Rank 7
15500	Bonus Event	Dust Bunny
16000	Character	Ravager
16500	Bonus Event	Good Timing
17000	Color Group	Tan
17500	Bonus Event	BBQ
18000	Character	Numah *
18750	Bonus Event	Blindside
19500	Sledgehammer	Skulldigger
20250	Bonus Event	Payback
21000	Character	Krystal
21750	Sledgehammer	War Hammer
22500	Bonus Event	X-Ray
23250	Color Group	Yellow
24000	Bonus Event	Sharpshooter
25000	Rank Badge	Rank 8
26000	Character	Old Coot *
27000	Bonus Event	Sleeper Kill
28000	Sledgehammer	Battle Axe
29000	Bonus Event	Death From Below
30000	Badge Group	Volition
31000	Bonus Event	Rainbow Wars
32000	Sledgehammer	Bloody Bat
33000	Bonus Event	Lined Up
34000	Character	Scavenger
36000	Badge Group	Summoner
38000	Bonus Event	Doppleganger
40000	Rank Badge	Rank 9
42000	Color Group	Purple
44000	Bonus Event	Zombie Kill
46000	Sledgehammer	Stun Baton
48000	Bonus Event	Vertigo
50000	Character	EDF Heavy *
52000	Bonus Event	Camper
54000	Color Group	Rainbow
56000	Bonus Event	No Problem
58000	Badge Group	Alter Echo
60000	Sledgehammer	Plastic
65000	Character	RF Commander *
70000	Badge Group	Marauder
75000	Rank Badge	Rank 10
85000	Color Group	Silver
100000	Character	Raider
120000	Sledgehammer	Ostrich
150000	Rank Badge	Rank 11

* Characters marked with * are team characters, the others are for *Free for All* only.



BIRD POWER

There is a rarely seen splinter group of the Red Faction that is known to skillfully use venomous propaganda against their enemies. They also use incredibly unusual bird-based weaponry in battle. It is unknown what their motives are, though some believe they simply wish to free space for a new generation of colonists.

BONUS XP EVENTS

In addition to the experience you acquire by simply playing multiplayer matches, there are also specific hidden challenges and bonus XP events that can grant you even more experience for a given round.

BONUS XP EVENTS

EVENT	ACTION
Assist	Damage an enemy a teammate then kills
Heal Teammate	Restore at least half of a teammate's health
Pack Hunter	Be near a teammate when they kill an enemy
Rescue Kill	Kill an enemy near a teammate that has been knocked down
Synchronized Kill	Kill an enemy at the same time a nearby teammate does
Vendetta	Kill an enemy who recently killed a teammate
Crush	Kill an enemy with building debris
Beat Down	Kill an enemy with a melee attack
Streak Stopper	Kill an enemy who is unstoppable
Death from Above	Kill an enemy by thrusting down
Remote Save	Kill an enemy before they can detonate a Remote Charge stuck to you or a teammate
Survivor	Recover to full health after nearly dying
Unstoppable	Kill 5 or more enemies in a row
Backwhat?	Kill an enemy that is wearing a backpack while you are not wearing one
Knockdown	Knock down multiple enemies simultaneously with the Concussion pack
Death by Boundary	Knock an enemy out of the level boundaries
Stuck	Detonate a remote charge stuck to an enemy
Headshot Kill	Kill an enemy with a headshot
Who's #1?	Kill the enemy with the highest number of kills
Full Control	Fully repair a target
Mega Kill	Kill multiple enemies within 3 seconds
Back Off	Kill an enemy who is melee attacking at close range
Ghost Kill	Kill a stealthed enemy
Bullseye	Kill an enemy with a direct rocket hit

EVENT	ACTION
Backfire	Kill an enemy with their own explosive
You're doing it wrong!	Kill an enemy with the Reconstructor
Charge	Rhino charge through a wall and kill an enemy
Power Trip	With Firepower active, kill an enemy with a melee weapon
Interceptor	Kill a ragdolling enemy in mid-air
Hail Mary	Kill an enemy from far away without using a gun
Blast	Kill an enemy with an explosive barrel or tank
Flagman	Kill an enemy with their team flag
Air Strike	Kill an enemy while in the air
Shake it Up	Kill an enemy while your Tremor pack is activated
Dust Bunny	Kill an enemy who is in mid-jump
Good Timing	Use the Rhino or Thrust pack to survive an attack
BBQ	Hit 3 enemies simultaneously with the Arc Welder
Blindside	Kill an enemy from behind
Payback	Exact revenge within 15 seconds of respawning
X-Ray	Kill an enemy through a wall with the rail driver
Sharpshooter	Shoot and kill an enemy from far away
Sleeper Kill	Kill a fallen enemy with a melee attack
Death From Below	Kill an enemy by thrusting up
Rainbow Wars	Kill an enemy that is using the Heal pack
Lined Up	Kill 2 or more enemies with one Rail Driver shot
Doppleganger	Kill an enemy that has the same backpack you do
Zombie Kill	Kill an enemy from beyond the grave
Vertigo	Kill an enemy above or below you
Camper	Kill an enemy while standing still
No Problem	Kill an enemy while at full health

HIDDEN CHALLENGES

There are 16 different challenges that are initially hidden completely. Once you reach the halfway mark in progress through the challenge, it shows up on your stats page. Before you unlock the visibility of the specific challenge, you can only see your progress towards an unknown goal!

There are two basic categories of challenge, lifetime and single-life. Lifetime events can be done over the course of your online play, but single-life events have to be done in one life in a single match.

LIFETIME CHALLENGES

5000 XP with any weapon (lists highest weapon XP)
100 XP each with every weapon (lists number of weapons completed)
1000 kills with any weapon (lists highest weapon kills)
10 kills with every weapon (lists number of weapons completed)
5000 XP while wearing any backpack (lists highest backpack XP)
100 XP while wearing every backpack (lists number of backpacks completed)
500 of any bonus type (lists highest bonus count)
5 of every type of bonus (lists bonuses complete)
100 wins total (lists wins)
10 wins in each mode (modes requirement met)

SINGLE LIFE CHALLENGES

10 kills in a row with the same weapon
Kills with 5 different weapons (number of weapons killed with)
5 or more XP with 5 different backpacks (number of backpacks requirements met)
50 XP total
25 Bonuses total
15 Different Bonuses

GENERAL XP REWARDS

You constantly earn experience while playing multiplayer matches. Essentially, any action that is beneficial to you or your team is going to earn you at least some experience.

There are two basic types of experience: Core and Bonus. Core experience generally comes from game mode specific actions, and helping your team. Bonus experience is rewarded for performing unusual or cool actions in a match.

CORE EXPERIENCE REWARDS, ALL MODES

Kill	3 XP	Kill an enemy player
Win Match	20 XP	Your team (or you) win the match
Finish Match	10 XP	Finish the match (don't quit early!)

ANARCHY MODE

Anarchy Kill	5 XP	Kill an enemy player (on top of 3 XP normally awarded)

TEAM ANARCHY MODE

Kill (Team)	2 XP	Kill by player or any teammate (on top of 3 XP if done by player)

CAPTURE THE FLAG

Pick Up Flag	2 XP	Pick up the enemy's flag
Protect Flag Carrier	3 XP	Kill an enemy near your team's flag carrier
Capture Flag	20 XP	Capture the enemy's flag
Capture Flag (Team)	20 XP	Capture by player or any teammate
Protect Flag	3 XP	Kill an enemy near your team's flag
Kill Flag Carrier	5 XP	Kill an enemy carrying your team's flag
Return Flag	2 XP	Return your team's flag by touching it (only available when Flag Touch Return is on)

DAMAGE CONTROL

Control Target (Team)	1 XP	Awarded every 8 seconds for each DC target held
Protect DC Target	3 XP	Kill an enemy near your team's DC target
Destroy DC Target	5 XP	Deliver the final blow on a destroyed DC target
Destroy DC Target Assist	2 XP	Help destroy a DC target
Repair Target	5 XP	Reconstruct a DC target to gain control of it for your team
Repair Target Assist	2 XP	Help reconstruct a DC target

DEMOLITION

Demolition	1 XP	Awarded for every 8 points gained as the Destroyer
Demolition (Team)	1 XP	Awarded for every 8 points gained by your team's Destroyer (teammate or player)
Kill Destroyer	5 XP	Kill the enemy team's Destroyer
Protect Destroyer	3 XP	Kill an enemy near your team's Destroyer

SIEGE MODE

Protect Target	3 XP	Kill an enemy near a Siege Target (defenders only)
Defend Target (Team)	15 XP	Awarded for each Siege Target still standing at the end of the round (defenders only)
Destroy Target	10 XP	Deliver the final blow on a destroyed Siege Target (attackers only)
Destroy Target Assist	2 XP	Help destroy a Siege Target (attackers only)
Destroy Target (Team)	15 XP	Destroy a Siege Target (attackers only)

VOLITION TIPS

GENERAL HINTS

- Want free bonus experience? It can be earned in two-player system link and Custom Matches.
- Use the third-person camera to your advantage. Position yourself to the side of an entrance of barrier, and you can shoot at other players while minimizing incoming damage.

BACKPACKS

- Movement backpacks (Jetpack, Fleetfoot, etc.) can help you avoid being killed as quickly by other players trying to aim at you.
- Firepower combined with the Grinder or Sniper gives you the ability to execute one-shot kills with body hits.
- Several maps have large cliffs or mountains in the middle; these are mostly accessible with a Jetpack or Thrust pack. Utilize these spots to abuse the other team, especially in Damage Control.
- While active, the Stealth backpack hides your icon from other players (except those wearing the Vision pack), even if you are holding a flag or are the Destroyer.
- Learn what all the backpacks look like. Your strategy will most likely change based on what backpack your enemy has. For example, if the enemy has a Concussion or Rhino pack, you should stay out of their range.

WEAPONS

- Rail Driver: Although you may not be that great at pulling off headshots, consider picking up the rail driver every time you come across one. Its scope doubles as a Vision pack. This can be especially useful in objective-based modes, so use this weapon to call out enemy locations to teammates.
- Use the Arc Welder to easily "steal kills" from other players in Anarchy.
- The Enforcer is a good weapon for suppressive fire. Use it to annoy enemies and force them out of a defensive position.
- The Reconstructor's effect looks like a flame thrower. It is, in fact, not a flame thrower.
- You can use the Reconstructor to repair proximity mines, friendly players, or yourself into boxes and walls. This can be a handy way to guard an area or flag.
- Gauss Rifle: This weapon is incredibly powerful if you know how to use it. Go for the head shot and your enemy won't have a chance. Its splash damage also obscures the enemy's view, making it difficult for them to return fire. The gauss rifle also inflicts significant damage to structures, so don't be afraid to use it when running low on explosives.
- The Gauss Rifle is also incredibly useful when it comes to avoiding proximity mines. The bullets' splash damage triggers any proximity mines in the area. Use this gun to clear out heavily defended areas before running into the fray. There is no better feeling than killing an enemy with their own proximity mine.
- Sniping is almost impossible when explosions are going off around you. Try shooting from the hip until the smoke settles.
- Most maps have fun weapons hidden in out-of-the-way places. Try looking around the edges of the map and in the second floor of buildings to find rockets and other power weapons.
- Players can, although rarely, shoot down grinder blades, rockets, and thermobaric rockets. Try targeting an enemy's thermobaric rocket while it is close to them or their team.
- Your last equipped weapon is the quick swap weapon. Prepare one so you can take advantage of this feature during a fight.

SPECIFIC GAME MODES

DAMAGE CONTROL

- If your team currently holds two damage Control Points, leaving your CP to capture the enemies may not always be the best idea (because the enemy team may attempt to do the same thing). Instead, try to position yourself where you can easily defend your point and have line of sight to the enemies CP. From here you should be able to destroy the enemy's control point with a well-placed rocket without having to leave your point undefended. You may not be scoring double points for holding all three, but the longer you can prevent your enemies from scoring, the better.
- If you don't have line of sight to an enemy's CP, well then, make some. Red Faction is about destruction, so pick up a Rocket Launcher or Nano Rifle and tear holes through the buildings in your way. You'll soon find you have a clean shot at the enemy's CP.
- With the repair tool you can hide in containers ready to ambush the enemy.

SIEGE

- Teamwork is imperative. The more teammates you have attacking a point, the more likely it is to fall. Remember that the more targets that are available to destroy, the fewer enemies can be defending each one. With that in mind, you should always have most of your team go for the largest target first.
- The more powerful weapons are behind the defenders on most maps. Get behind them and devastate the targets with the Nano Rifle and Rockets. While on defense, focus the team on the target that is easiest to defend and ignore the rest. When you're on offense, destroy that target first.
- Learn the location of singularity bombs on each of the siege maps. A few of these can take down entire buildings. When defending, pick up singularity bombs, so the enemy can't use them against you.
- When attacking, pick up the Reconstructor and keep it in your inventory. You don't want the enemy repairing targets you're destroying.

CAPTURE THE FLAG

- Yes, proximity mines may be cheap, but they are definitely worth the verbal abuse you'll receive if you use these in Capture the Flag. Space them out when defending the flag. You don't want a chain reaction wasting every proximity mine you placed.
- If your enemy's flag is dropped and time is running out, just try to pick it up. It'll reset the return timer and give your team more time to get the flag from a place other than the enemy base.
- Proximity mines are also useful when running offense. If you are attempting to capture the enemy's flag, place proximity mines like a trail of bread crumbs on your way into the enemy base. When you grab the flag, leave the same way you came in. Any enemies that follow you will fall victim to your meticulously placed friends.

DEMOLITION

- Taking a building down with a Sledgehammer earns more points than taking it down with Thermobaric Rockets, but takes significantly longer.
- Pass the Destroyer between two players wearing Tremor packs.
- Killing an enemy Destroyer awards your team points towards winning the match.
- Don't forget to protect your Destroyer! Enemies can easily steal the accumulation of your Destroyer's hard work by dropping the building before they get the chance.

ART GALLERY

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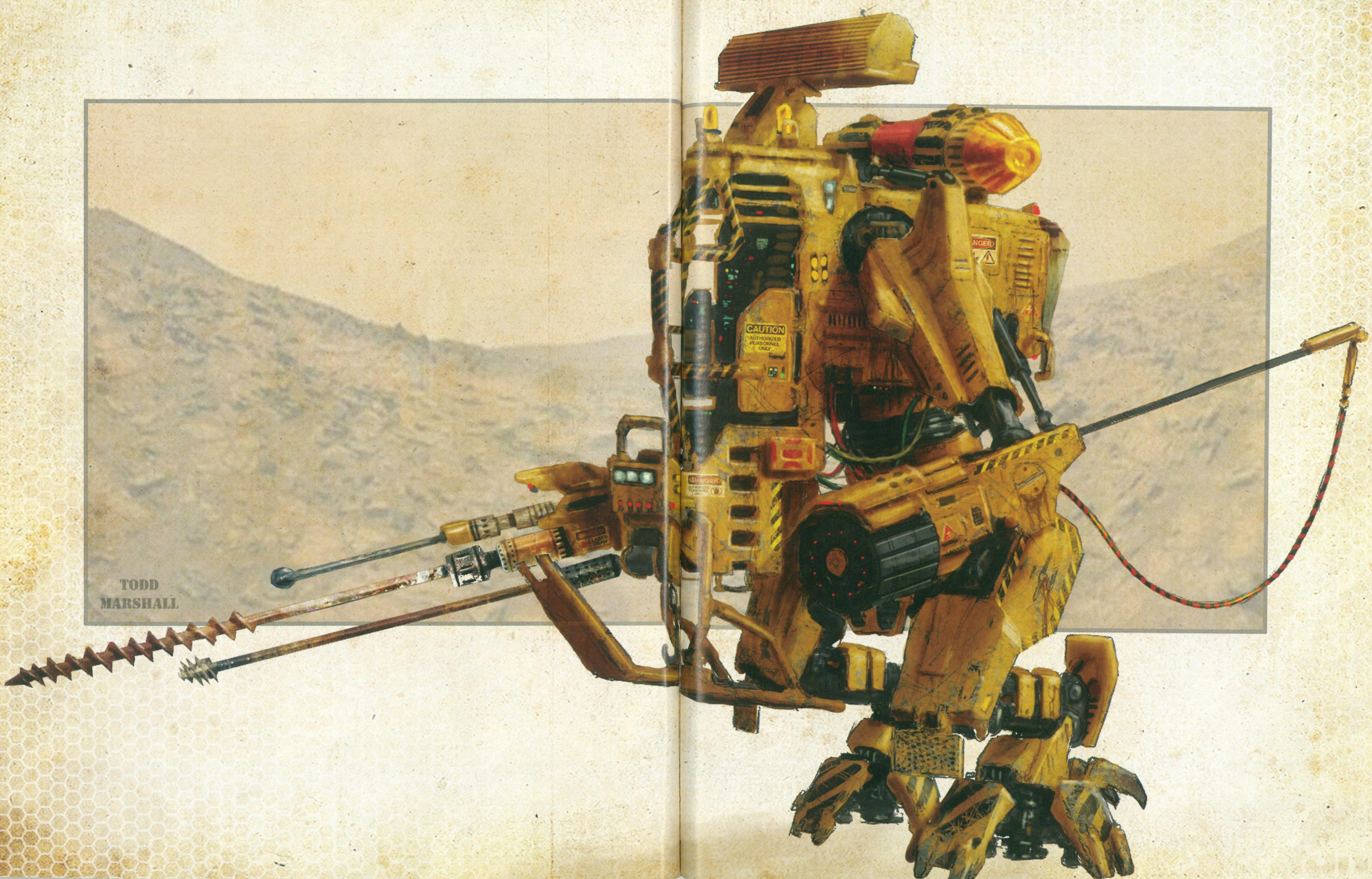
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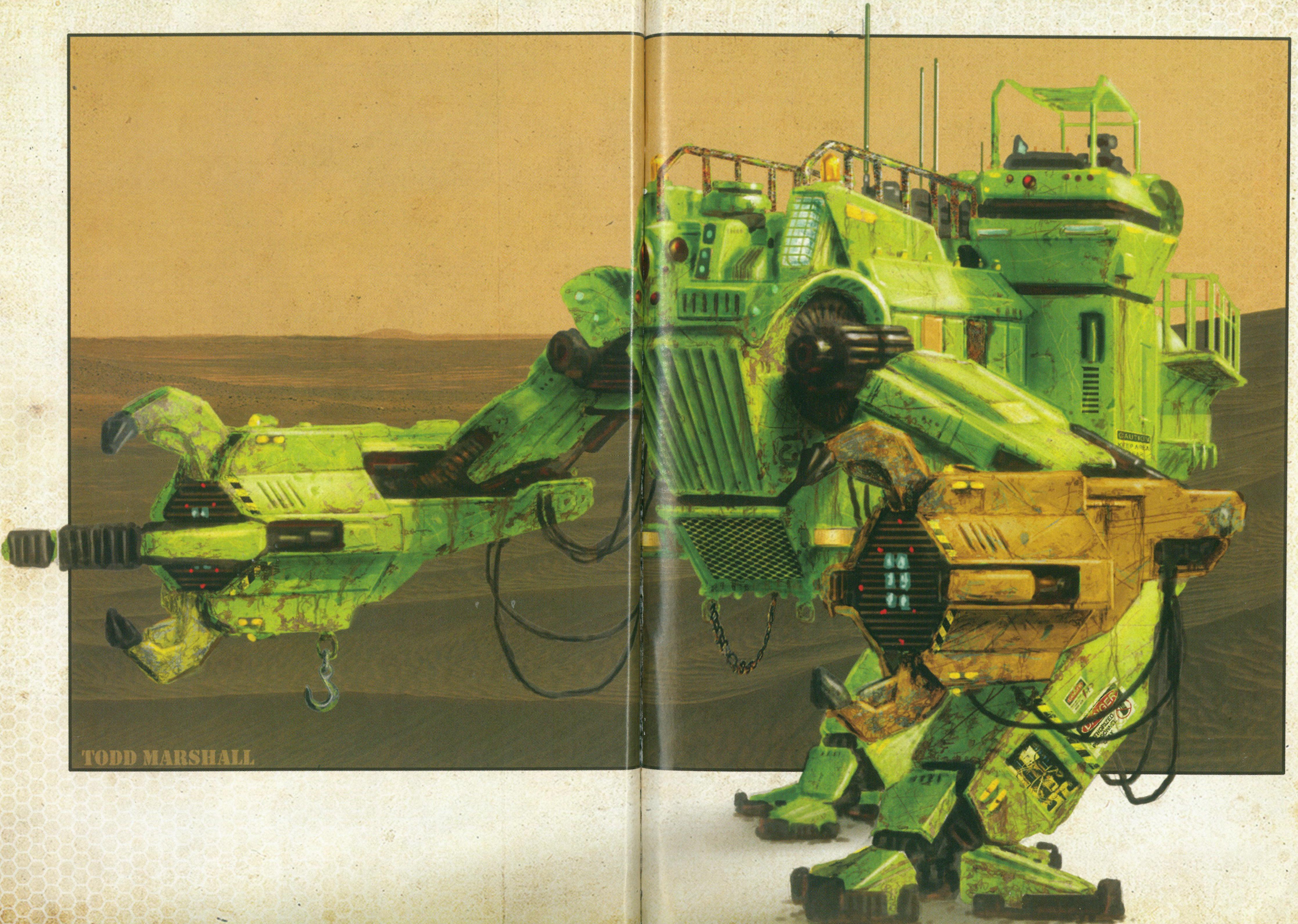

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EDF
UNITING
EARTH and MARS

RED FACTION® GUERRILLA™
OFFICIAL STRATEGY GUIDE

WRITTEN BY MICHAEL LUMMIS AND PHILLIP MARCUS

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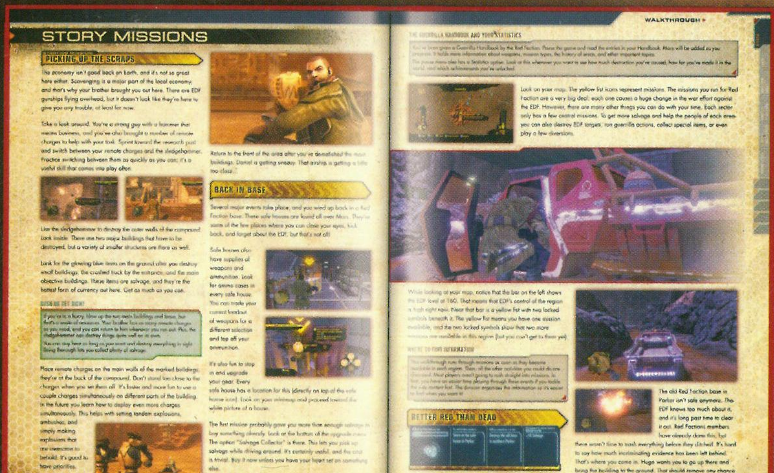
JOIN THE REVOLUTION!

The saviors have become the oppressors and a new revolution arises. The EDF, once the liberators of the Martian miners, has assumed control with a heavy hand. Inequality reigns across Mars and it's up to you to lead the revolt. Do you have what it takes?

LEAD THE GUERRILLA RESISTANCE

This in-depth coverage of the single-player campaign provides all the tricks and strategies to Complete Every Mission and breaks down the Guerrilla Actions that weaken the EDF's hold.



STORY MISSIONS

PICKING UP THE SCRAPS

The economy isn't good back on Earth, and it's not so great here either. Scavenging is a major part of the local economy, and that's why your brother brought you out here. There are EDF gunships flying overhead, but it doesn't look like they're here to give you any trouble, at least for now.

Use the sledgehammer to destroy the outer walls of the compound. Look inside. There are two major buildings that have to be destroyed, but a variety of smaller structures are there as well.

Look for the glowing blue items on the ground after you destroy small buildings, the crashed truck by the entrance, and the main objective buildings. These items are salvage, and they're the hottest form of currency out here. Get as much as you can.

Place remote charges on the main walls of the marked buildings; they're at the back of the compound. Don't stand too close to the charges when you set them off. It's faster and more fun to use a couple charges simultaneously on different parts of the building. In the future you learn how to deploy even more charges simultaneously. This helps with setting random explosions, ambushes, and simply making explosions that are awesome to behold. It's good to have priorities.

BACK IN BASE

Safe houses also have supplies of weapons and ammunition. Look for ammo cases in every safe house. You can trade your current loadout of weapons for a different selection and top off your ammunition.

WALKTHROUGH

Look on your map. The yellow fist icons represent missions. The missions you run for Red Faction are a very big deal; each one causes a huge change in the war effort against the EDF. However, there are many other things you can do with your time. Each sector only has a few central missions. To get more salvage and help the people of each area, you can also destroy EDF targets, run guerrilla actions, collect special items, or even play a few diversions.

While looking at your map, notice that the bar on the left shows the EDF level at 160. That means that EDF's control of the region is high right now. Near that bar is a yellow fist with two locked symbols beneath it. The yellow fist means you have one mission available, and the two locked symbols show that two more missions are available in this region (but you can't get to them yet).

BETTER RED THAN DEAD

The old Red Faction base in Parker isn't safe anymore. The EDF knows too much about it, and it's long past time to clear it out. Red Faction members have already done this, but there wasn't time to trash everything before they ditched. It's hard to say how much incriminating evidence has been left behind. That's where you come in. Hugo wants you to go up there and bring the building to the ground. That should remove any chance of the EDF getting useful information out of the old base.

GET PRO TIMES FOR GREATER REWARDS

Some of the Guerrilla Actions are tough to complete, let alone finish at the Pro level. Tips and hints provide the best options for getting the best rewards.

DETAILED SECTOR MAPS

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